UNITED STATES DISTRICT COURT FOR
THE EASTERN DISTRICT OF PENNSYLVANIA

AMI ENTERTAINMENT NETWORK, LLC, **1150 Northbrook Drive, Suite 325** **Trevose, Pennsylvania 19053** ***Plaintiff,*** **v.** **E La Carte, Inc.** **810 Hamilton Street,** **Redwood City, California 94063** ***Defendants.***	**Civil Action No. 17-cv-________** **JURY TRIAL DEMANDED**

COMES NOW, the plaintiff, AMI Entertainment Network, LLC ("AMI") by and through its undersigned counsel, and for its complaint against defendant E La Carte, Inc. ("E La Carte"), allege as follows:

NATURE OF ACTION

1. This is an action for patent infringement against Defendant for its infringement of U.S. Patent No. 9,403,091 ("the '091 patent").

PARTIES

2. Plaintiff AMI Entertainment Network, LLC is a corporation organized and existing under the laws of the State of Delaware, with its corporate headquarters and principal place of business at 1150 Northbrook Drive, Suite 325, Trevose, Pennsylvania 19053.

3. On information and belief, Defendant E La Carte is a corporation organized under the laws of the State of Delaware, with its principal place of business located at 810 Hamilton Street, Redwood City, California 94063.

JURISDICTION AND VENUE

4. This action arises under the United States Patent Act, codified at 35 U.S.C. § 1 et

seq., and in particular, 35 U.S.C. §§ 271 and 281-285.

5. This Court has original jurisdiction over the subject matter of this action under 28 U.S.C. §§ 1331 and 1338(a).

6. This Court has personal jurisdiction over Defendant because, on information and belief, Defendant has committed acts of infringement in and from this Judicial District, and continues to commit acts of infringement in and from this Judicial District.

7. Venue is proper under 28 U.S.C. §§ 1391(b), 1391(c) and 1400(b) in this District because, on information and belief, Defendant has committed acts of infringement in and from this District, and continues to commit acts of infringement in and from this District.

FACTS

8. Plaintiff AMI is a worldwide leader in tabletop digital gaming and entertainment systems.

9. On February 24, 2015, David S. Logan, James R. Stelzer, Robert K. Mills, and Thomas J. Kane ("the Inventors") filed U.S. Patent Application No. 14/629,905 ("the '905 application"). On August 30, 2004, the Inventors assigned their interest in an to the '905 application to AMI and this assignment was recorded in the United States Patent and Trademark Office ("PTO") on September 9, 2004, at Reel 015782, beginning at Frame 0191.

10. On August 2, 2016, the '091 patent was issued by the PTO based on the '905 application. A true and correct copy of the '091 patent is attached hereto as Exhibit A and is incorporated by reference as if fully set forth herein.

11. The '091 patent is valid and enforceable. The term of the '091 patent will expire on or about September 9, 2024.

12. The '091 patent discloses and claims various novel and unique features relating to tabletop amusement devices.

13. Plaintiff AMI is the assignee of all right, title, and interest in and to the '091 patent and possesses all rights of recovery under the '091 patent, including the right to sue for infringement, recourse for damages, and to see injunctive relief.

14. Upon information and belief, for all times relevant to this Complaint, Defendant has been making, using, selling, or offering to sell products covered by one or more of the claims of the '091 patent and continue to do so to this day. By way of example, these products include, but are not limited to, the Presto Smart Dining System ("Initially Accused Product").

15. A sample of the Initially Accused Product was examined and tested in a restaurant in Montgomeryville, Pennsylvania on January 20, 2017.

16. On information and belief, Defendant knew or should have known that the Initially Accused Product would be and is placed into the stream of U.S. commerce and actively offered for sale or sold to residents in the Eastern District of Pennsylvania.

17. The Initially Accused Product entered into the stream of U.S. commerce by Defendant and offered for sale or sold to residents in this District does not have any substantial non-infringing uses.

COUNT I – INFRINGEMENT OF THE '091 PATENT

18. Plaintiff realleges and incorporates by reference paragraphs 1 through 18 of this Complaint as though fully set forth herein.

19. The claims of the '091 patent are presumed valid pursuant to 35 U.S.C. § 282.

20. Upon information and belief, Defendant has been and is currently infringing one or more claims of the '091 patent, either literally or under the doctrine of equivalents, by making, causing to be made, using, selling, offering to sell, or importing into the United States, without license or authority, at least the Initially Accused Product, which is covered by one or more of the claims of the '091 patent, including at least claims 1-3 and 5-7. Upon information and belief,

the Initially Accused Product is an amusement device configured for display on a table-top or counter-top by way of the base portion of its frame and further includes a touchscreen display within the frame, a credit card scanner in the top portion of the frame, a memory, a wi-fi connection for communication, and a computerized controller. The controller is connected with the other components and controls the display in accordance with the instructions stored in the memory and based upon input from the user's interactions with the touchscreen. The controller is configured to grant a user a block of time to retrieve and play electronic games, the block of time being defined by the period starting from the user's acceptance of the associated fee and ending upon the user's entry of instructions to pay his or her bill. The electronic games are each different from one another and provide a score associated with the game but not associated with the block of time. The Initially Accused Product then adds the payment owed for the block of time to the customer's bill, along with his or her food and beverage order. Defendant further infringes the '091 patent by providing a method for users to utilize the features described in this paragraph.

21. Upon information and belief, Defendant has willfully infringed upon one or more of the claims of the '091 patent through use, manufacture, offer for sale, sale, and/or importation of the Initially Accused Product.

22. As a result of Defendant's willful infringement of the '091 patent, Plaintiff AMI has been damaged to an extent not yet determined.

23. Plaintiff AMI is entitled to monetary damages adequate to compensate it for infringement by Defendant of the '091 patent and is entitled to increased damages under 35 U.S.C. § 284, together with interest, costs, and attorneys' fees.

JURY DEMAND

Plaintiff hereby demands a jury trial on all issues appropriate triable by jury.

PRAYER FOR RELIEF

WHEREFORE, Plaintiff AMI Entertainment Network, LLC prays for judgment in its favor and against E La Carte, Inc. for the following:

(a) A judgment that Defendant has infringed the '091 patent;

(b) A decree that Defendant's infringement of the '091 patent was willful and deliberate;

(c) An award to Plaintiff AMI of damages that are adequate to fully compensate it for Defendant's infringement of the '091 patent, together with prejudgment interest and costs, including enhanced damages for any willful infringement under 35 U.S.C. § 284;

(d) A permanent injunction enjoining Defendant and those in active concert or participation with Defendant from infringing the '091 patent;

(e) A finding that this case is exceptional and award Plaintiff AMI its costs, reasonable attorneys' fees, and expenses in this action;

(f) An accounting for damages arising from the infringement of the '091 patent by Defendant and those in privity with Defendant, including, but not limited to, those sales not presented at trial, and an award by the Court for any such sales, and;

(g) An award of such other and further relief, at law or in equity, as the Court may deem just and proper.

DATED February 2, 2017

Respectfully submitted,

By: ______________________

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Exhibit A

US009403091B2

(12) **United States Patent**
Logan et al.

(10) **Patent No.: US 9,403,091 B2**
(45) **Date of Patent: Aug. 2, 2016**

(54) **AMUSEMENT DEVICE HAVING TIME-BASED OPERATING MODES**

(71) Applicant: **AMI Entertainment Network, LLC**, Trevose, PA (US)

(72) Inventors: **David S. Logan**, Washington Crossing, PA (US); **James R. Stelzer**, Holland, PA (US); **Robert K. Mills**, Huntingdon Valley, PA (US); **Thomas J. Kane**, Bensalem, PA (US)

(73) Assignee: **AMI ENTERTAINMENT NETWORK, LLC**, Trevose, PA (US)

(*) Notice: Subject to any disclaimer, the term of this patent is extended or adjusted under 35 U.S.C. 154(b) by 0 days.

(21) Appl. No.: **14/629,905**

(22) Filed: **Feb. 24, 2015**

(65) **Prior Publication Data**

US 2015/0165314 A1 Jun. 18, 2015

Related U.S. Application Data

(63) Continuation of application No. 12/685,436, filed on Jan. 11, 2010, now Pat. No. 8,986,113, which is a continuation of application No. 10/937,681, filed on Sep. 9, 2004, now abandoned.

(60) Provisional application No. 60/503,245, filed on Sep. 16, 2003.

(51) **Int. Cl.**

A63F 9/24	(2006.01)
A63F 13/2145	(2014.01)
G07F 17/32	(2006.01)

(52) **U.S. Cl.**

CPC ***A63F 13/2145*** (2014.09); ***G07F 17/32*** (2013.01); ***G07F 17/3209*** (2013.01); ***G07F 17/3218*** (2013.01); ***G07F 17/3262*** (2013.01); ***G07F 17/3269*** (2013.01)

(58) **Field of Classification Search**

None

See application file for complete search history.

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(Continued)

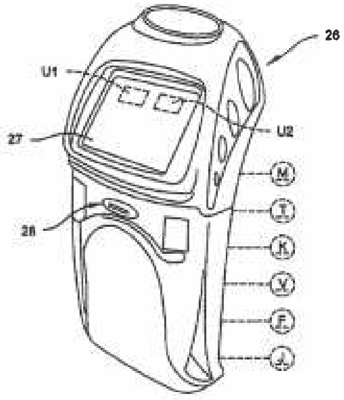
Primary Examiner — Paul A D'Agostino

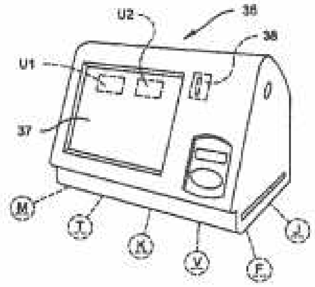
(74) *Attorney, Agent, or Firm* — Panitch Schwarze Belisario & Nadel LLP

(57) **ABSTRACT**

An amusement device has a display and an input device and includes a memory and a controller. The memory stores a plurality of games and a system control program. The controller is operatively coupled to the memory, the input device and the display. The controller controls the display based upon the system control program retrieved from the memory and based upon inputs from the input device. The controller is configured to grant a user a block of time for accessing the amusement device; permit the user to selectively retrieve from the memory and play a first game from the plurality of games during the block of time; and permit the user to selectively retrieve from the memory and play a second game from the plurality of games that is different than the first game during the block of time.

7 Claims, 19 Drawing Sheets





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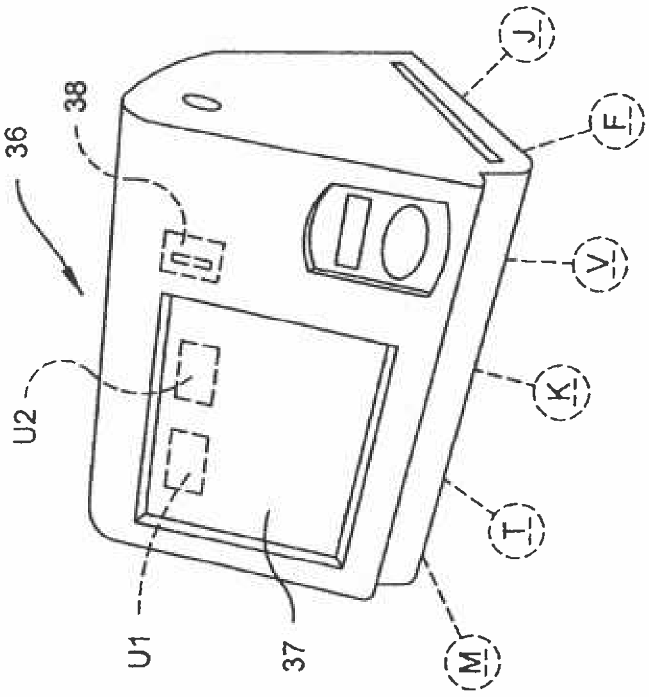
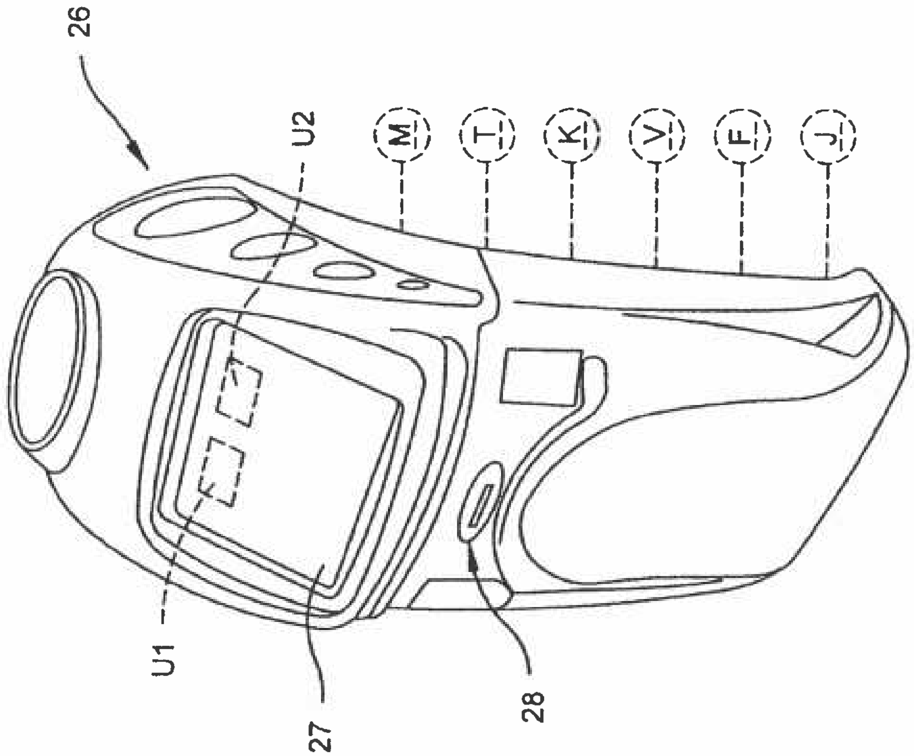

36
38
U2
U1
37
J
F
V
K
T
M

Fig. 1B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J
U1
27
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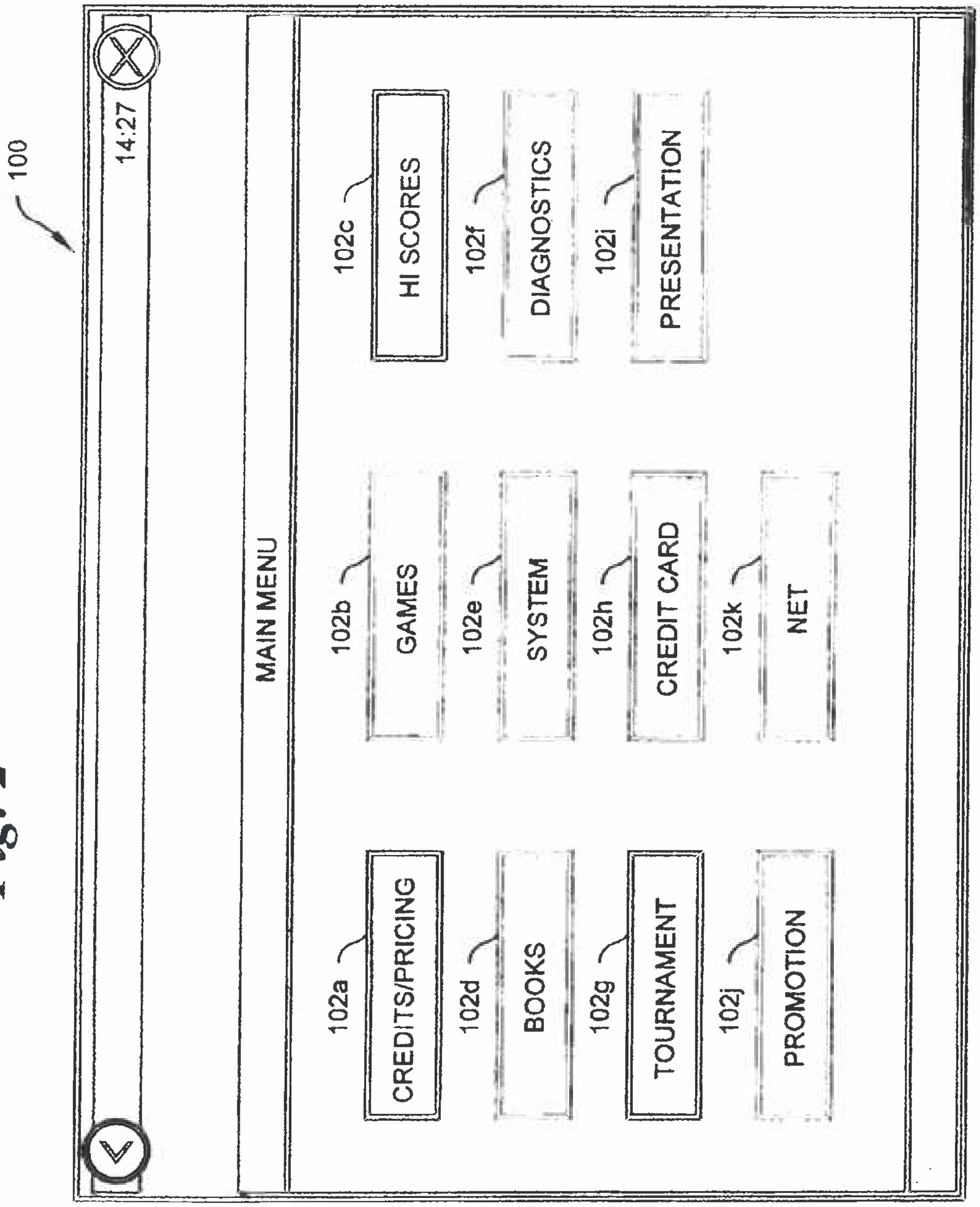
Fig. 1A

Fig. 2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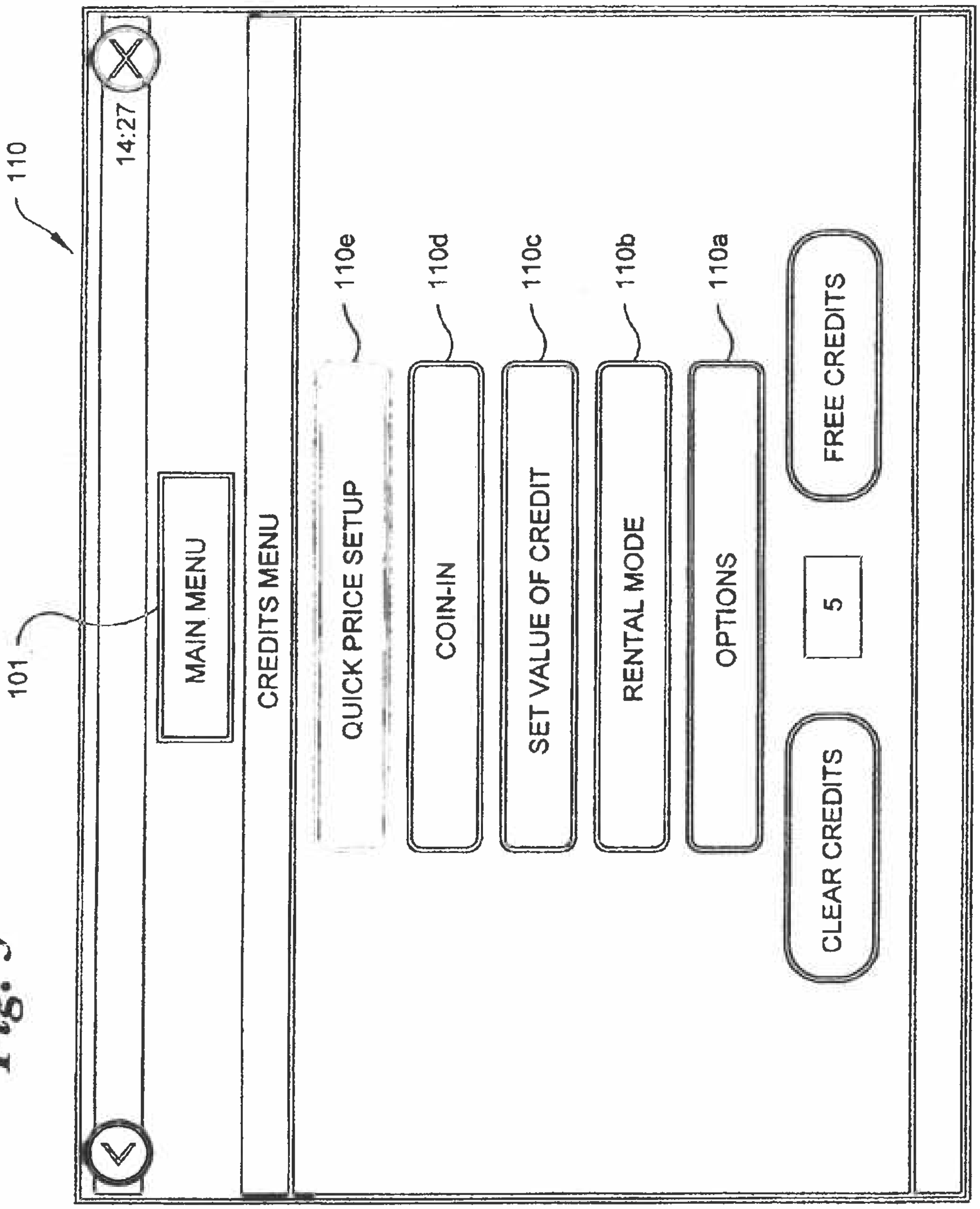
MAIN MENU
102a
CREDITS/PRICING
102b
GAMES
102c
HI SCORES
102d
BOOKS
102e
SYSTEM
102f
DIAGNOSTICS
102g
TOURNAMENT
102h
CREDIT CARD
102i
PRESENTATION
102j
PROMOTION
102k
NET

Fig. 3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101
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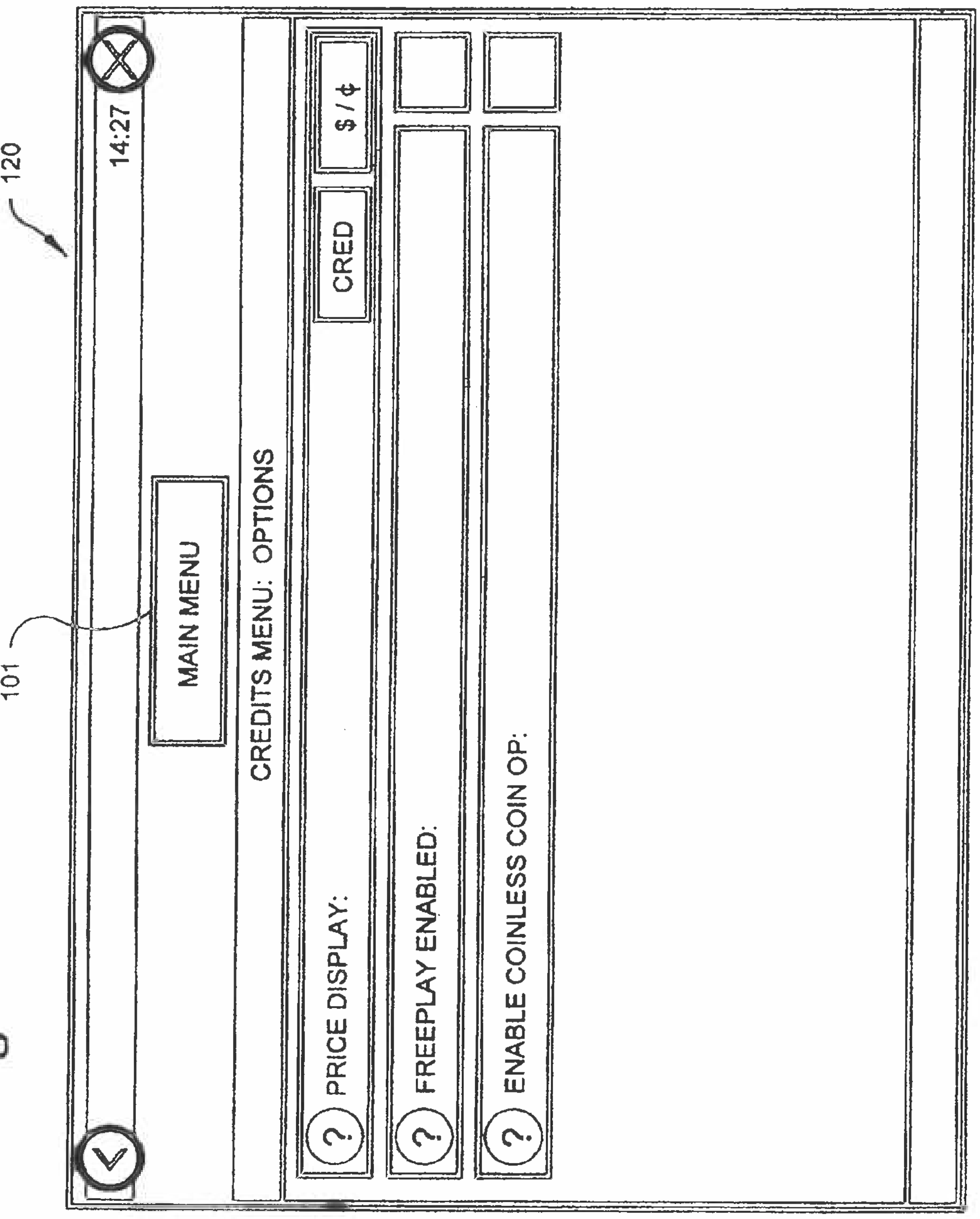
MAIN MENU
CREDITS MENU
QUICK PRICE SETUP
110e
COIN-IN
110d
SET VALUE OF CREDIT
110c
RENTAL MODE
110b
OPTIONS
110a
FREE CREDITS
5
CLEAR CREDITS

Fig. 4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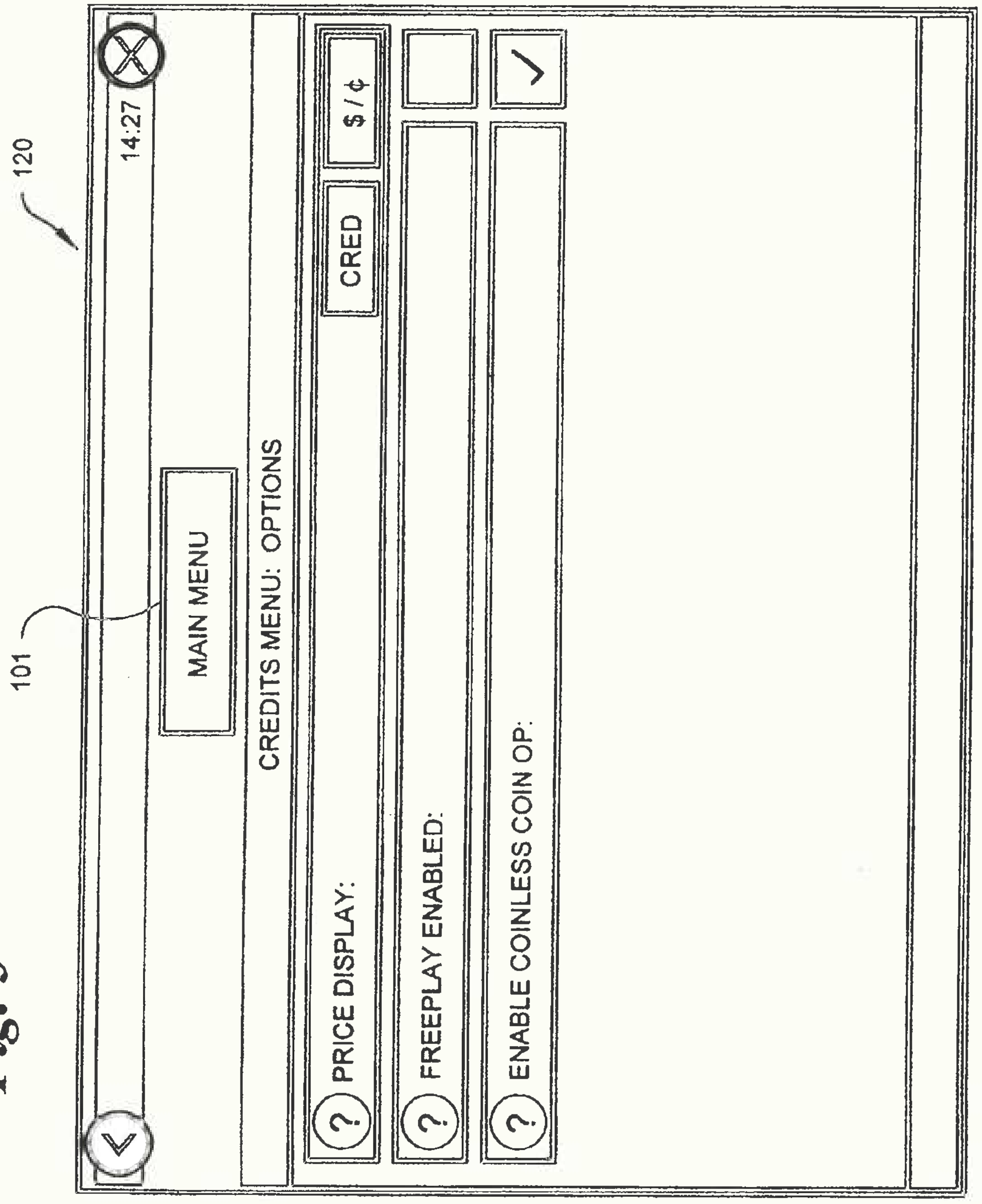
14:27
101
MAIN MENU
CREDITS MENU: OPTIONS
PRICE DISPLAY:
CRED
$ / ¢
FREEPLAY ENABLED:
ENABLE COINLESS COIN OP:
?
?
?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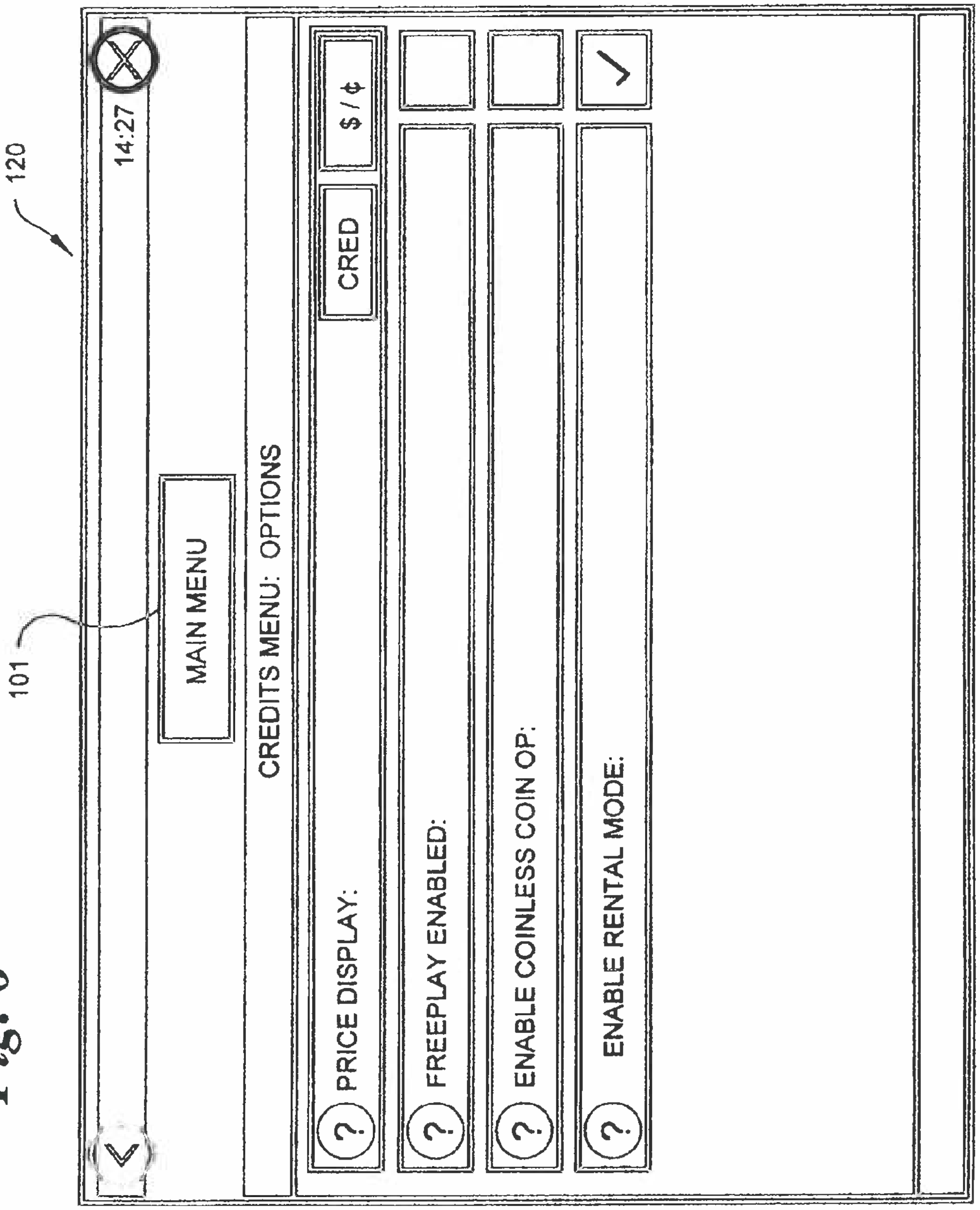
101
14:27
MAIN MENU
CREDITS MENU: OPTIONS
PRICE DISPLAY:
CRED
$ / ¢
FREEPLAY ENABLED:
ENABLE COINLESS COIN OP:

Fig. 5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101
14:27
MAIN MENU
CREDITS MENU: OPTIONS
PRICE DISPLAY:
CRED
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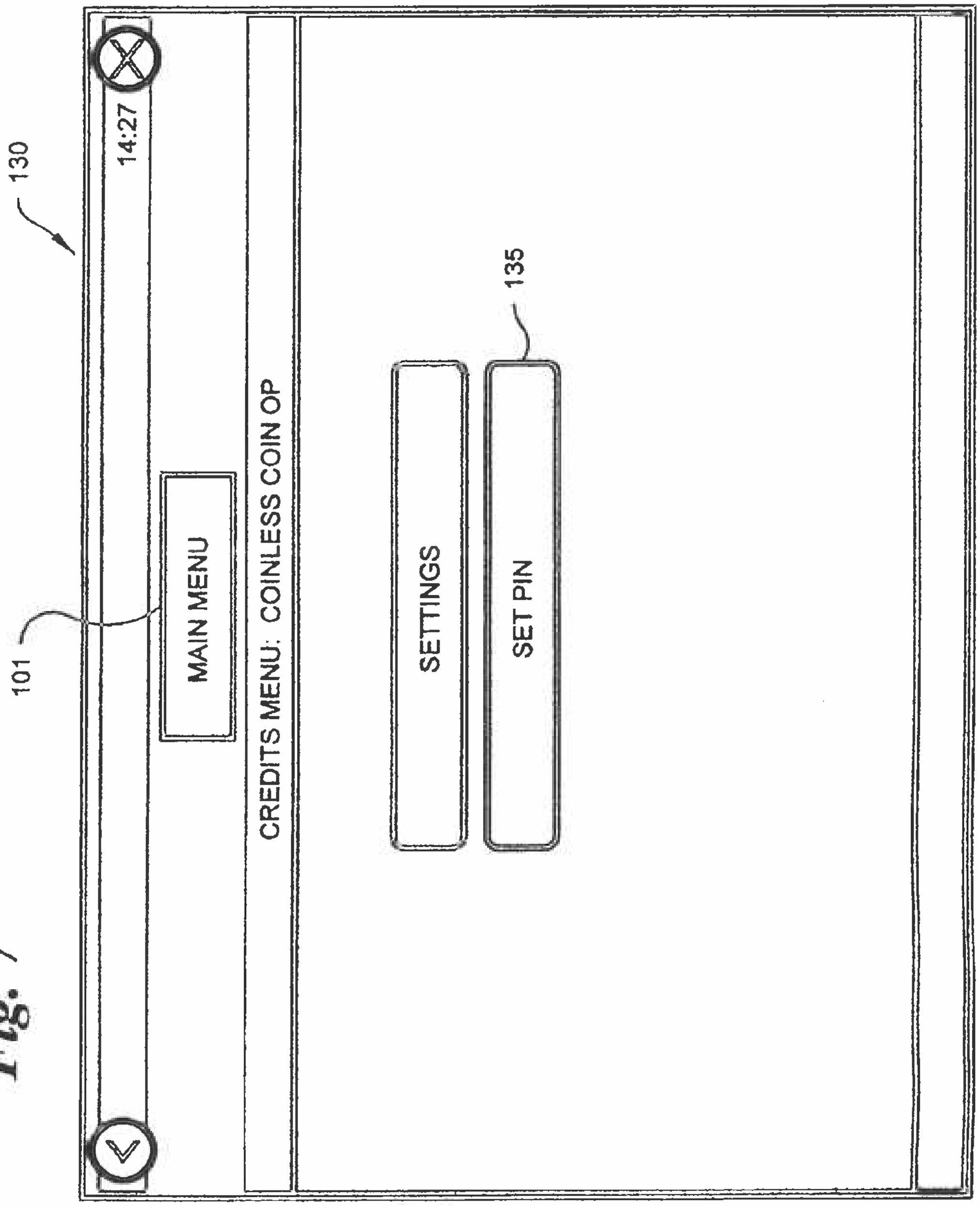
FREEPLAY ENABLED:
ENABLE COINLESS COIN OP:
ENABLE RENTAL MODE:

Fig. 6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14:27
101
MAIN MENU
CREDITS MENU: COINLESS COIN OP
SETTINGS
SET PIN
135

Fig. 7

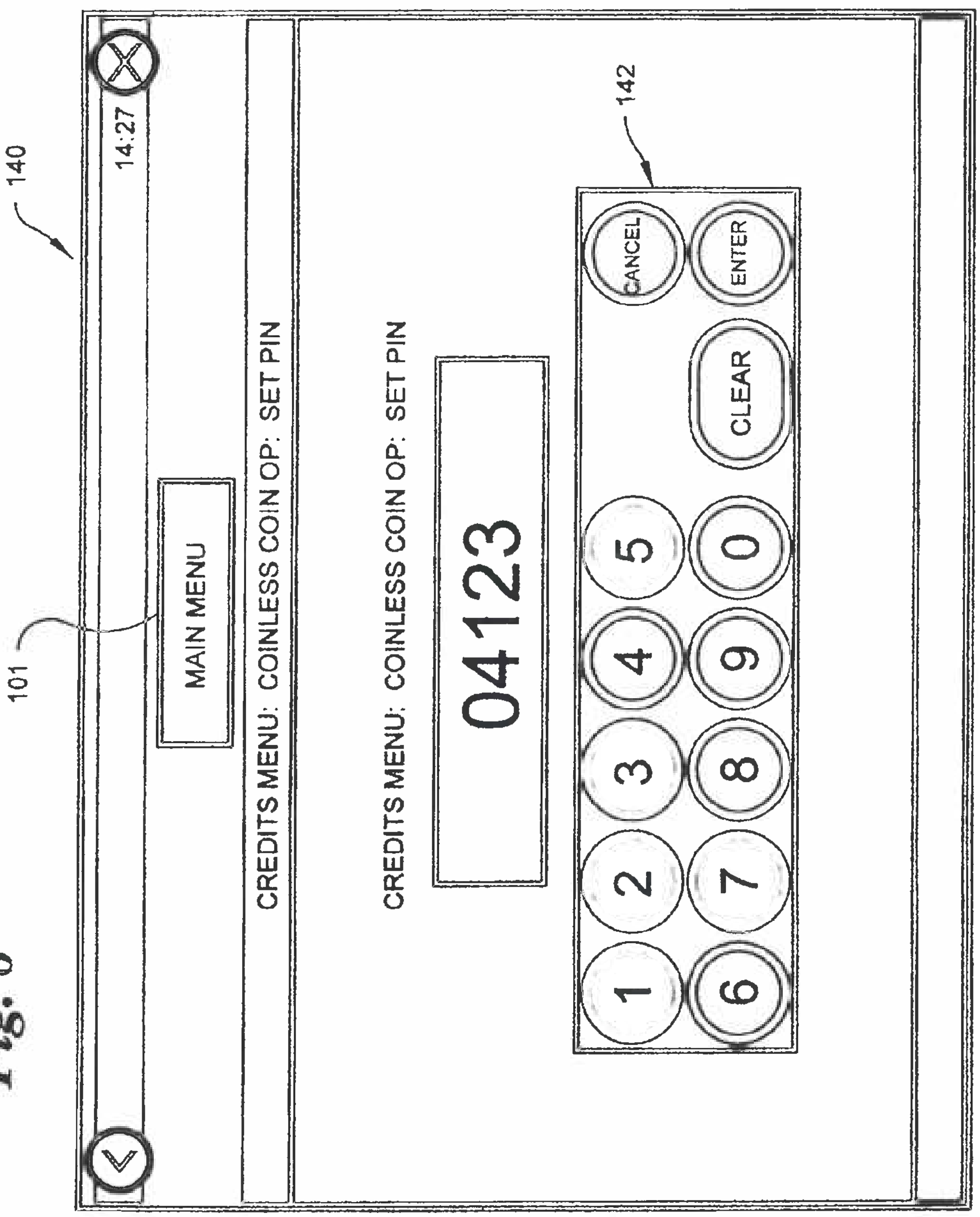
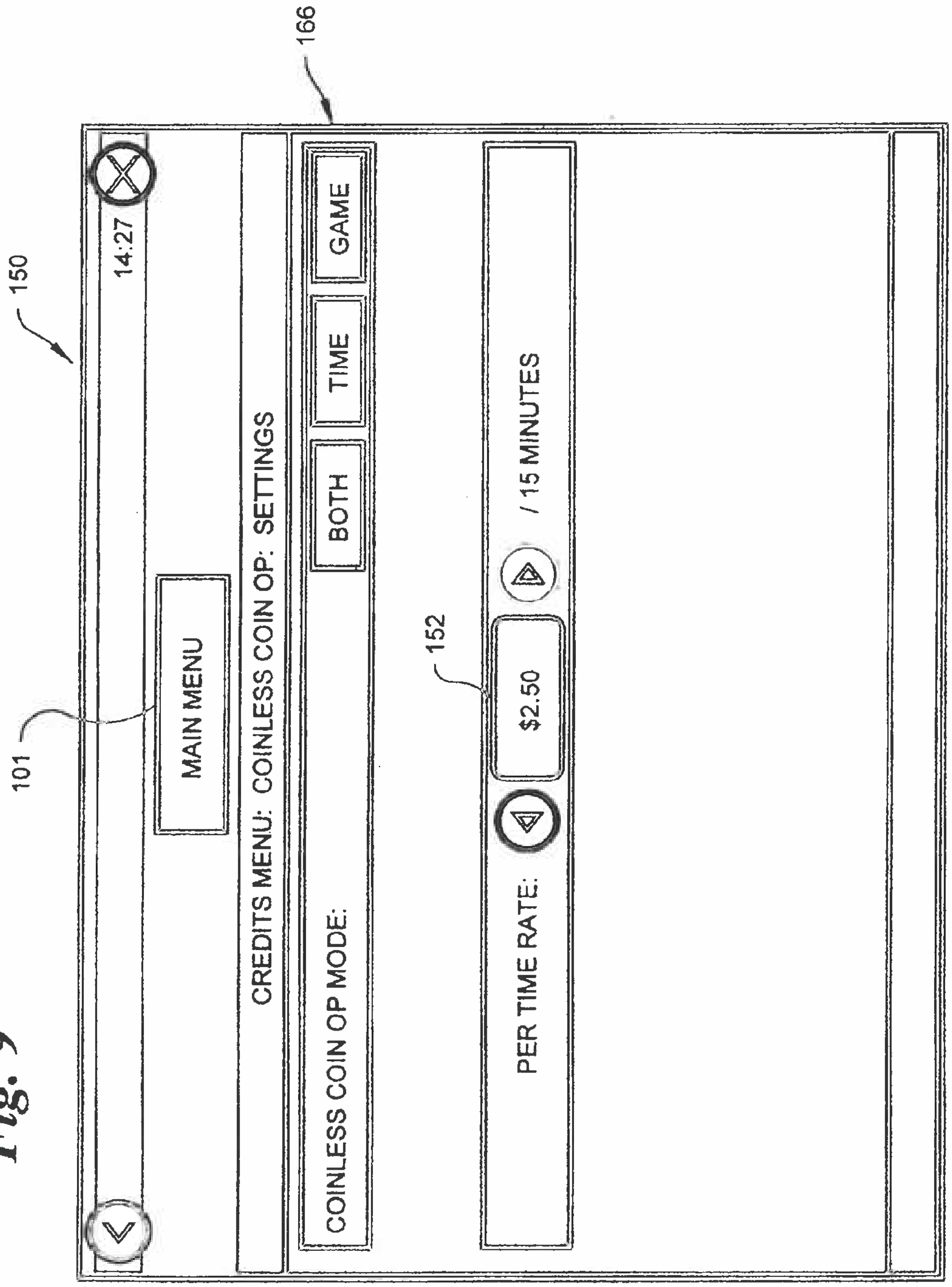

140
101
142
14:27
MAIN MENU
CREDITS MENU: COINLESS COIN OP: SET PIN
CREDITS MENU: COINLESS COIN OP: SET PIN
04123
CANCEL
ENTER
CLEAR
1
2
3
4
5
6
7
8
9
0

Fig. 8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152
14:27
MAIN MENU
CREDITS MENU: COINLESS COIN OP: SETTINGS
COINLESS COIN OP MODE:
BOTH
TIME
GAME
PER TIME RATE:
$2.50
/ 15 MINUTES

Fig. 9

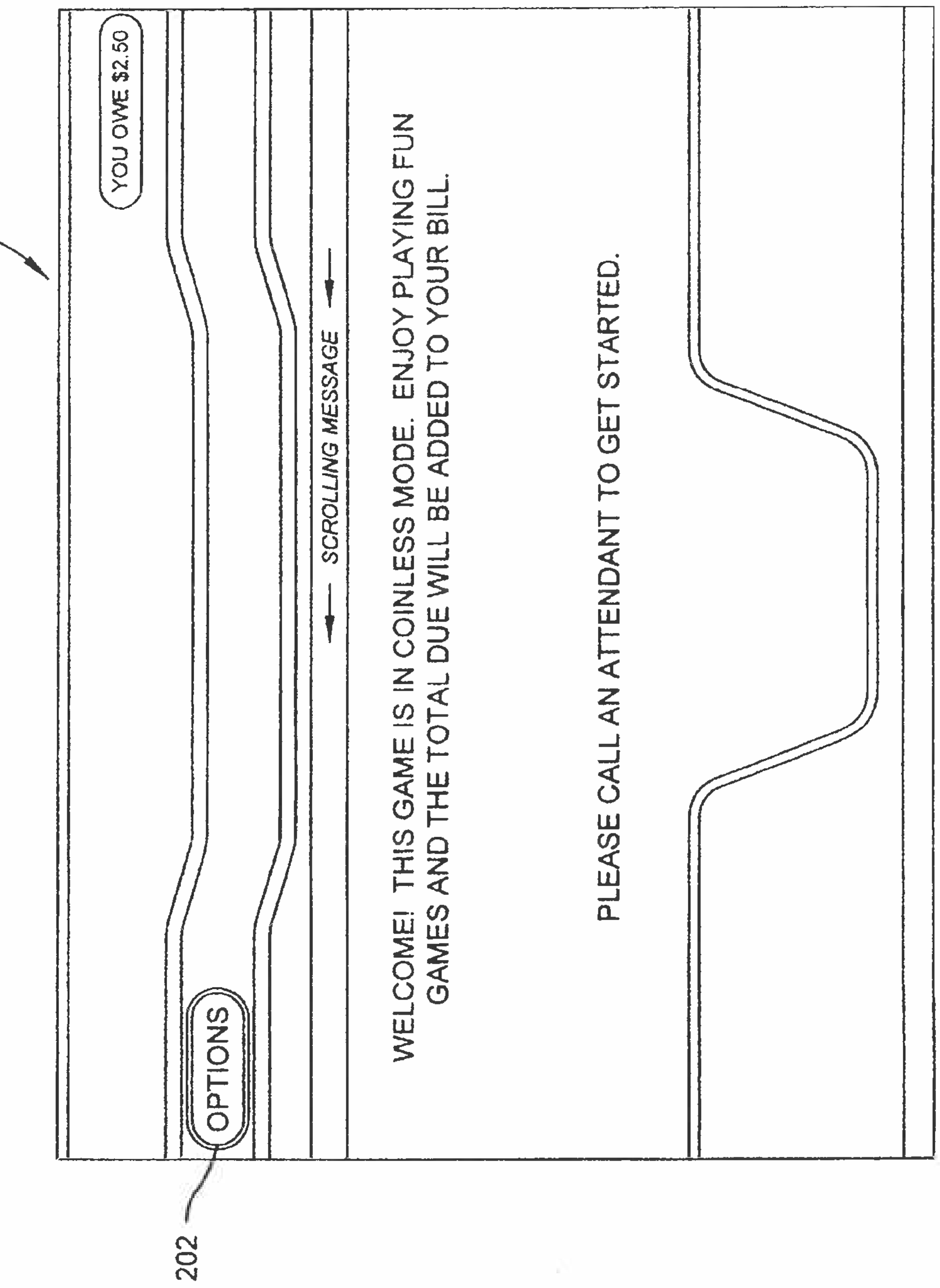

200
YOU OWE $2.50
SCROLLING MESSAGE
WELCOME! THIS GAME IS IN COINLESS MODE. ENJOY PLAYING FUN GAMES AND THE TOTAL DUE WILL BE ADDED TO YOUR BILL.
PLEASE CALL AN ATTENDANT TO GET STARTED.
OPTIONS
202

Fig. 11

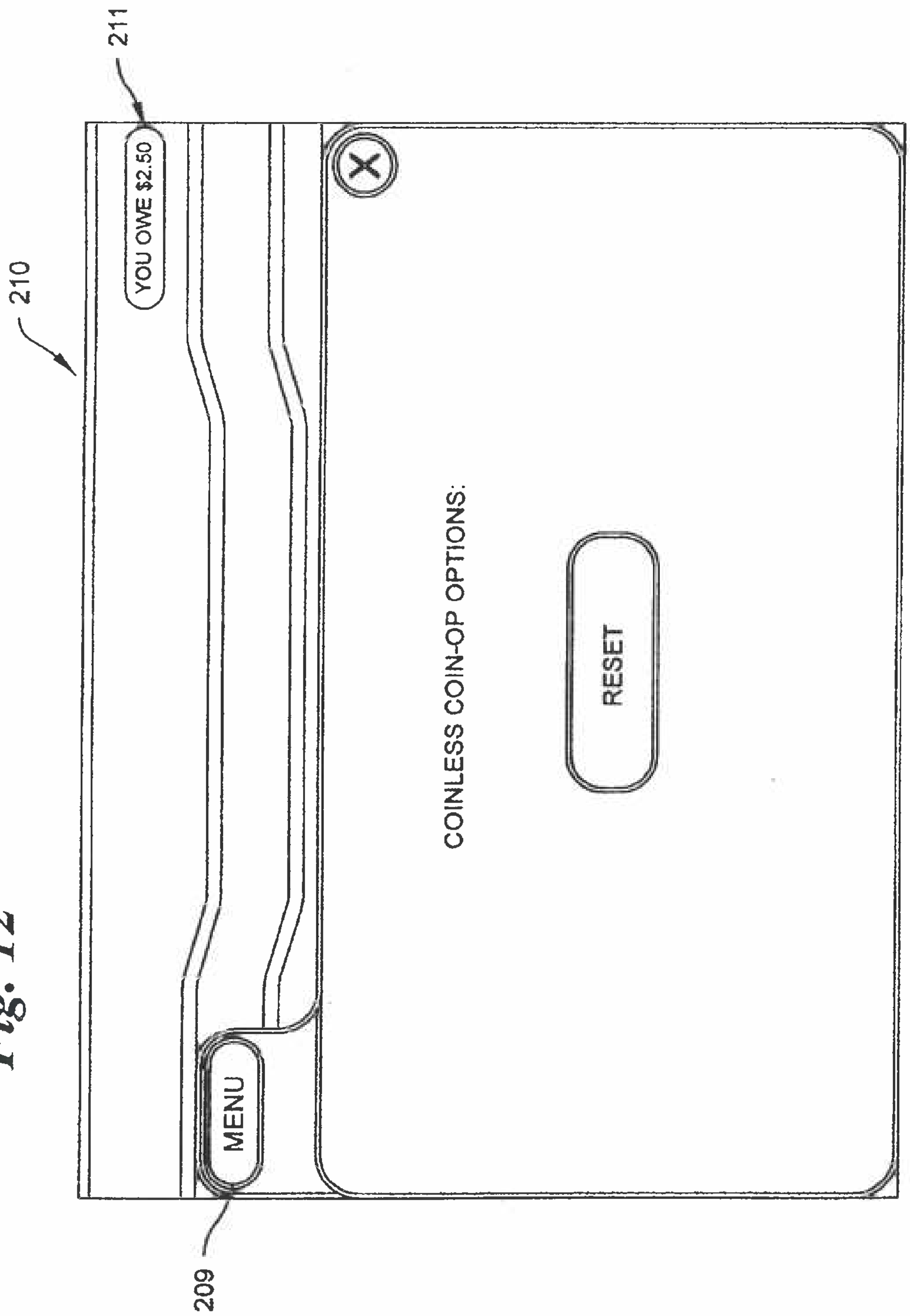

211
210
YOU OWE $2.50
COINLESS COIN-OP OPTIONS:
RESET
MENU
209

Fig. 12

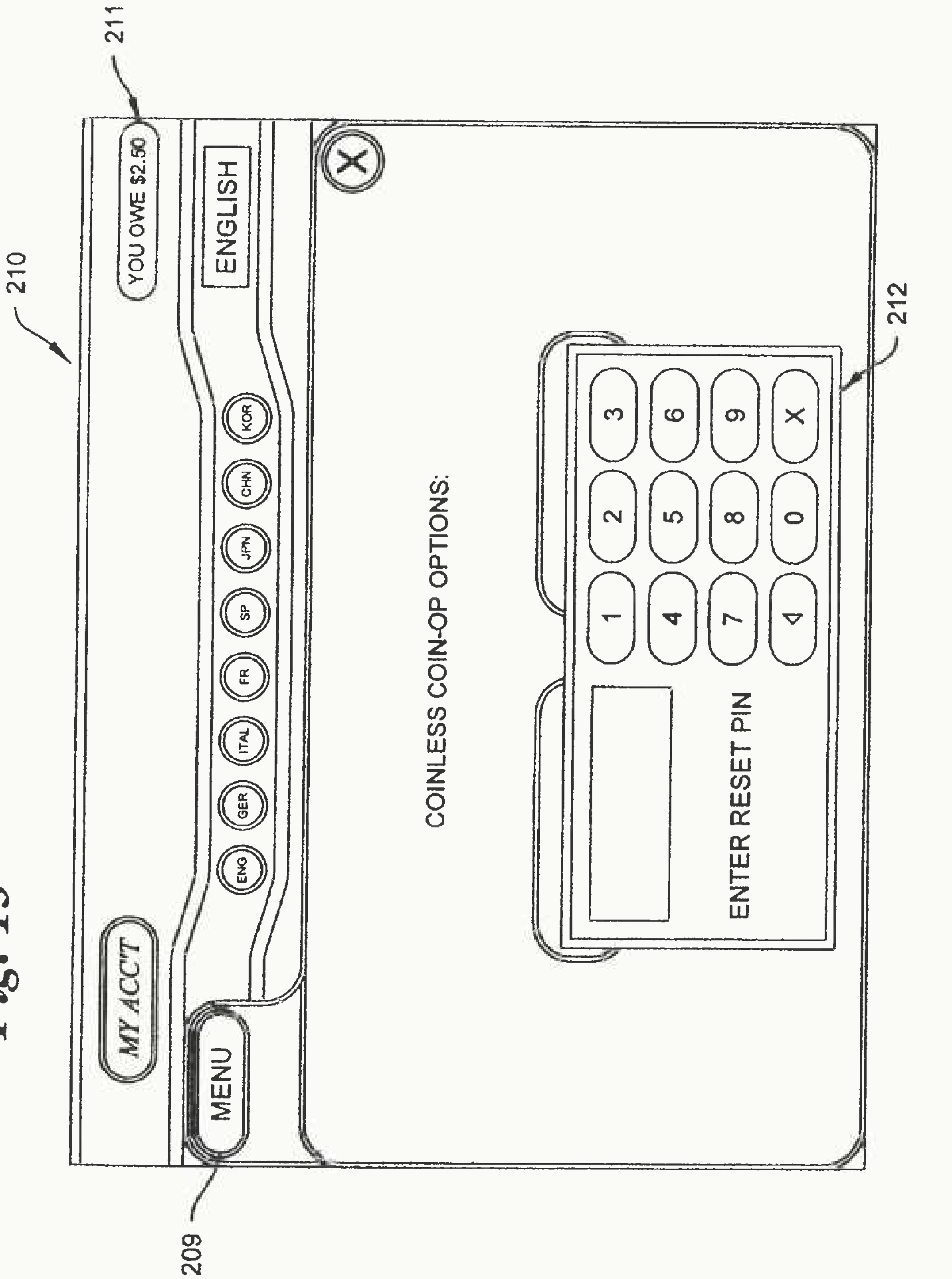

211
YOU OWE $2.50
ENGLISH
210
KOR
CHN
JPN
SP
FR
ITAL
GER
ENG
MY ACC'T
MENU
209
COINLESS COIN-OP OPTIONS:
212
3
6
9
X
2
5
8
0
1
4
7
ENTER RESET PIN

Fig. 13

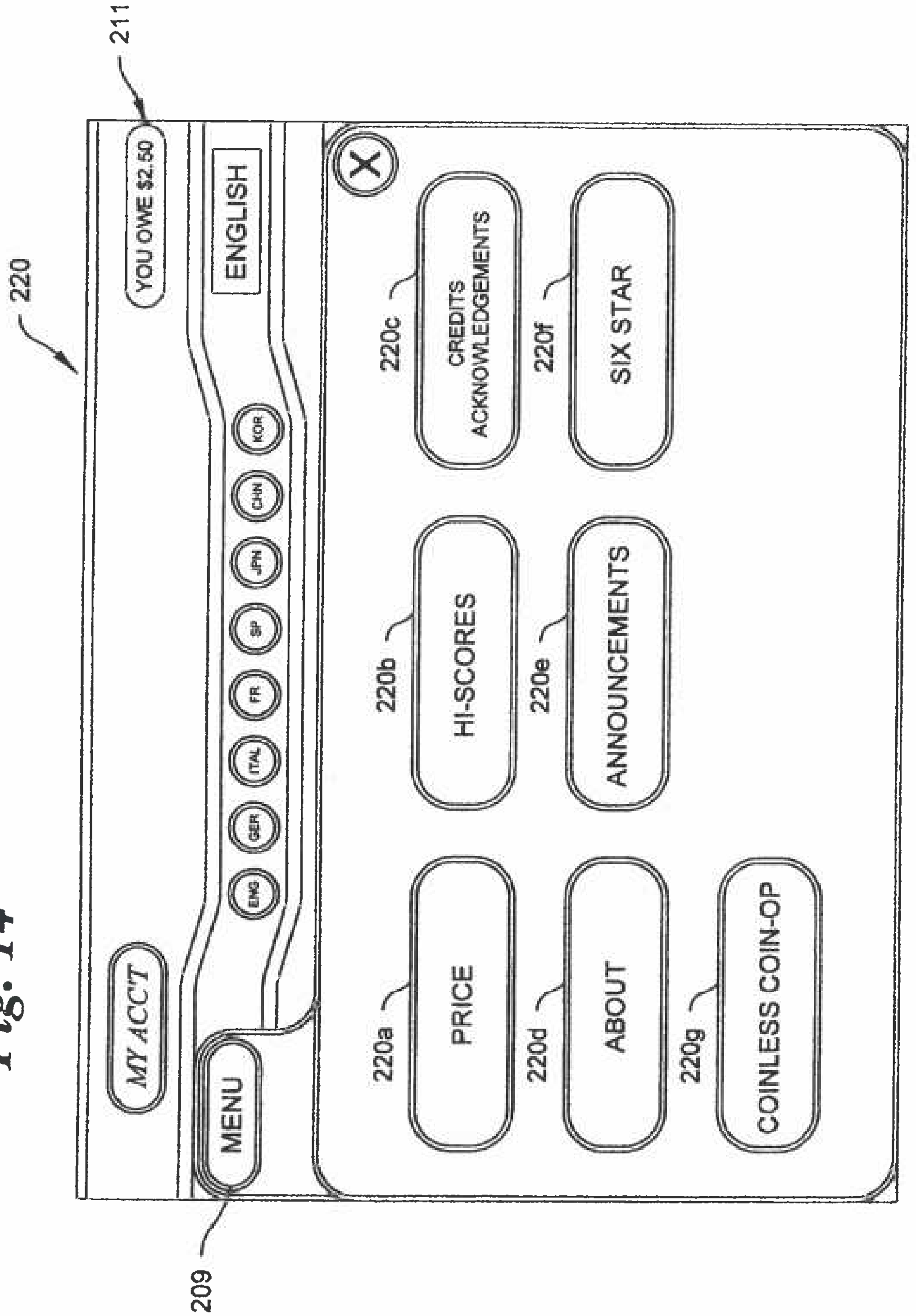

220
211
YOU OWE $2.50
ENGLISH
MY ACC'T
MENU
ENG
GER
ITAL
FR
SP
JPN
CHN
KOR
220a
PRICE
220b
HI-SCORES
220c
CREDITS ACKNOWLEDGEMENTS
220d
ABOUT
220e
ANNOUNCEMENTS
220f
SIX STAR
220g
COINLESS COIN-OP
209

Fig. 14

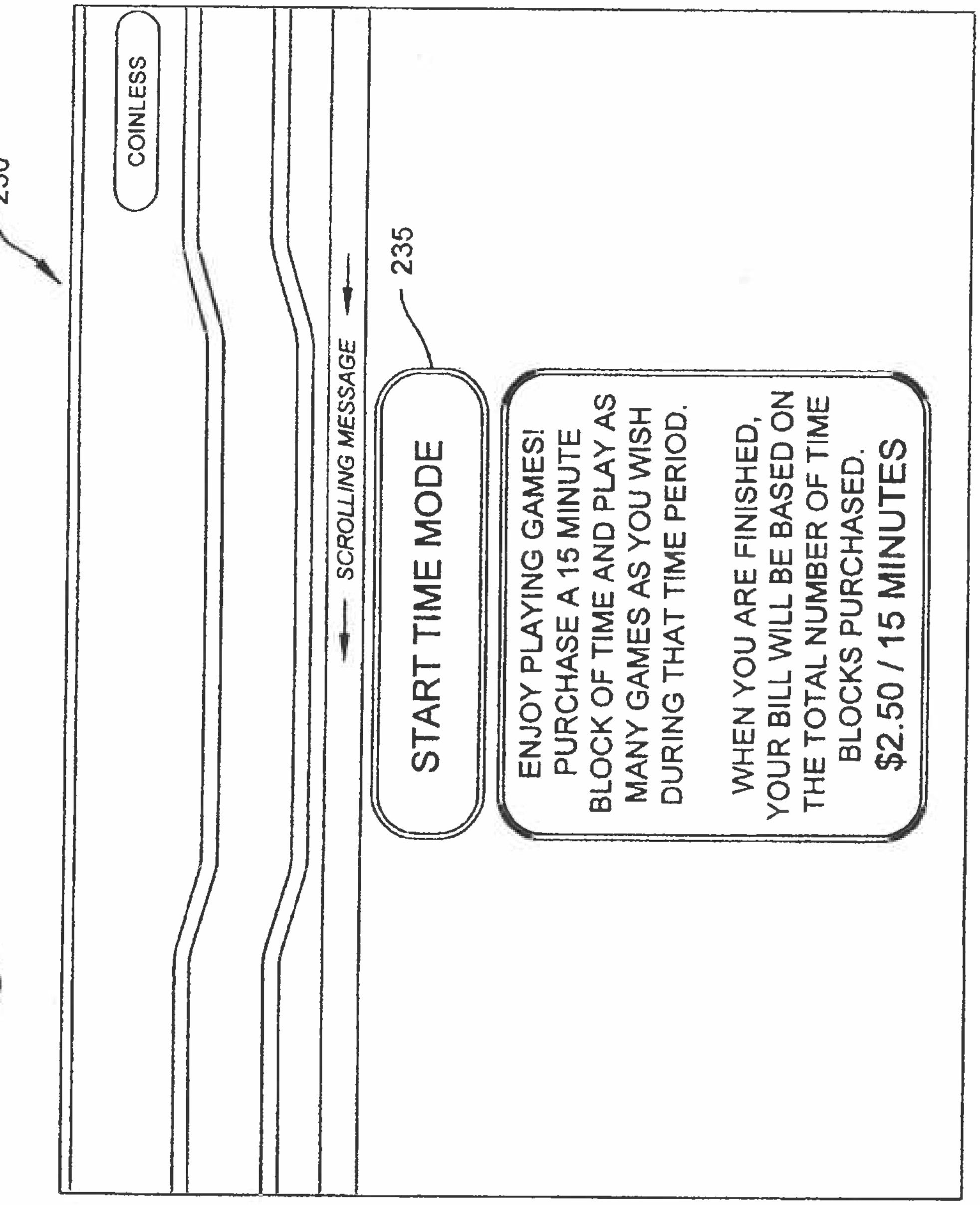

230
COINLESS
SCROLLING MESSAGE
235
START TIME MODE
ENJOY PLAYING GAMES!
PURCHASE A 15 MINUTE
BLOCK OF TIME AND PLAY AS
MANY GAMES AS YOU WISH
DURING THAT TIME PERIOD.
WHEN YOU ARE FINISHED,
YOUR BILL WILL BE BASED ON
THE TOTAL NUMBER OF TIME
BLOCKS PURCHASED.
$2.50 / 15 MINUTES

Fig. 15

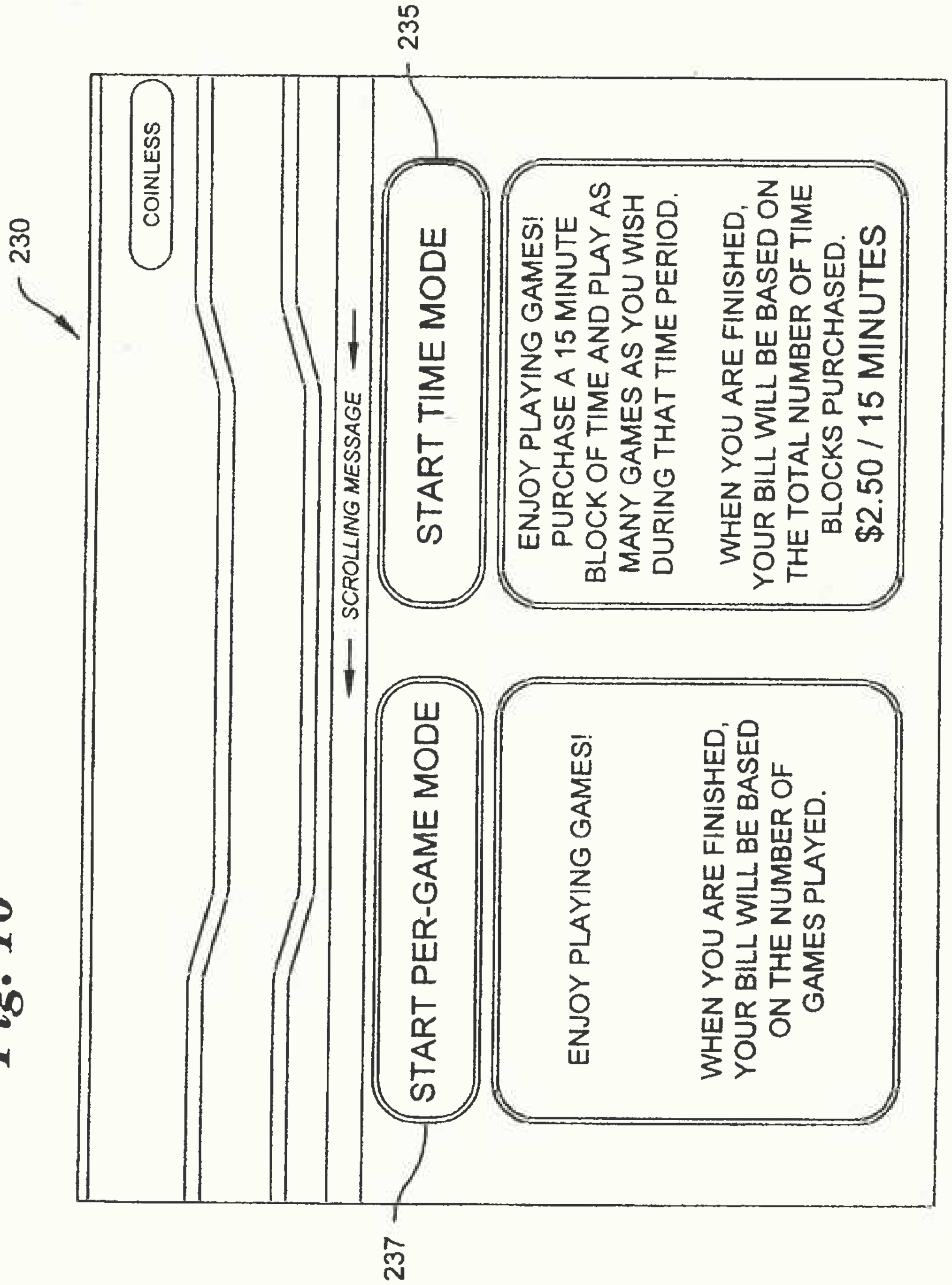
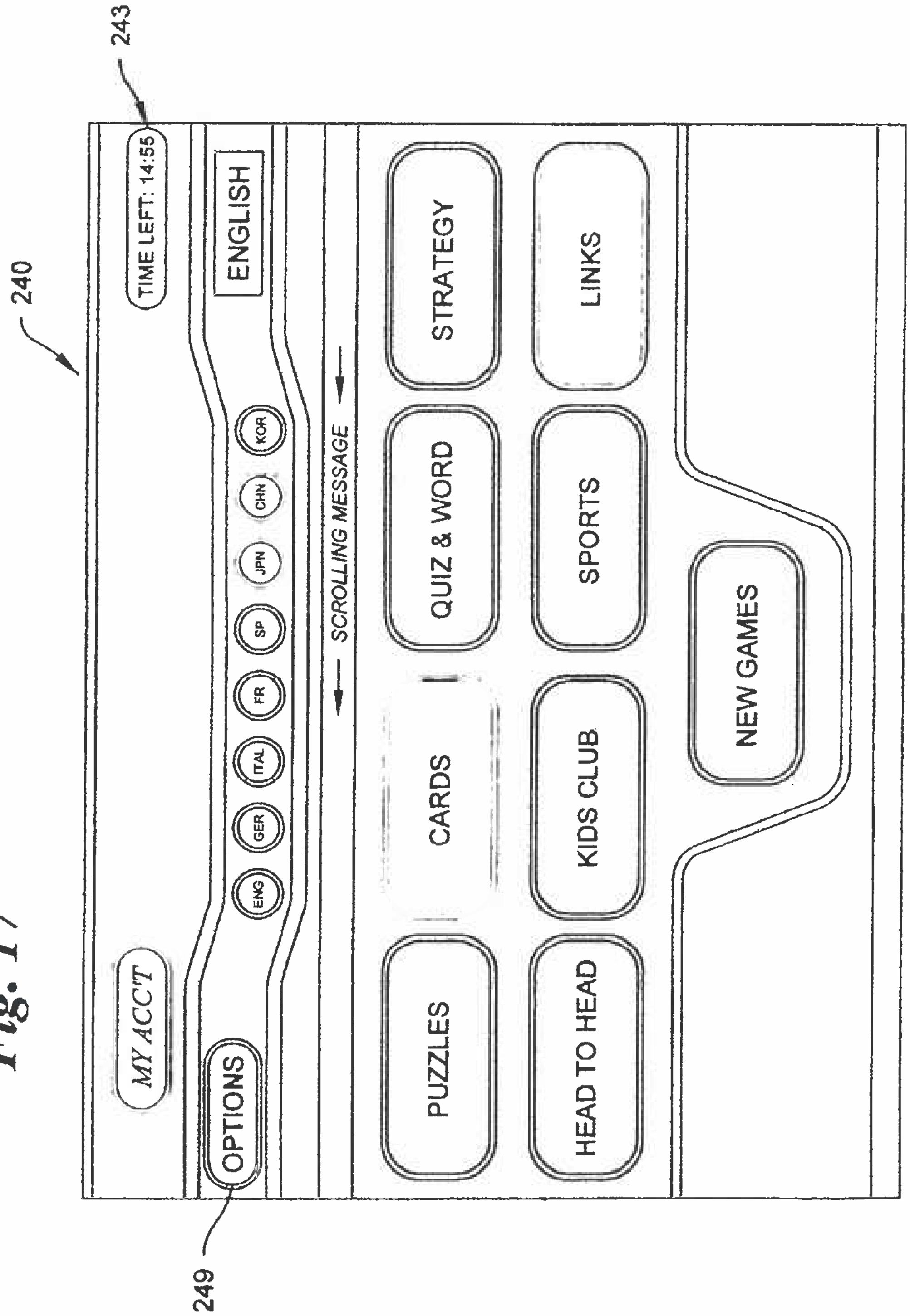

230
235
237
COINLESS
SCROLLING MESSAGE
START TIME MODE
ENJOY PLAYING GAMES! PURCHASE A 15 MINUTE BLOCK OF TIME AND PLAY AS MANY GAMES AS YOU WISH DURING THAT TIME PERIOD.
WHEN YOU ARE FINISHED, YOUR BILL WILL BE BASED ON THE TOTAL NUMBER OF TIME BLOCKS PURCHASED.
$2.50 / 15 MINUTES
START PER-GAME MODE
ENJOY PLAYING GAMES!
WHEN YOU ARE FINISHED, YOUR BILL WILL BE BASED ON THE NUMBER OF GAMES PLAYED.

Fig. 16


240
243
TIME LEFT: 14:55
ENGLISH
MY ACCT
OPTIONS
ENG
GER
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SP
JPN
CHN
KOR
SCROLLING MESSAGE
STRATEGY
QUIZ & WORD
CARDS
PUZZLES
LINKS
SPORTS
KIDS CLUB
HEAD TO HEAD
NEW GAMES
249

Fig. 17

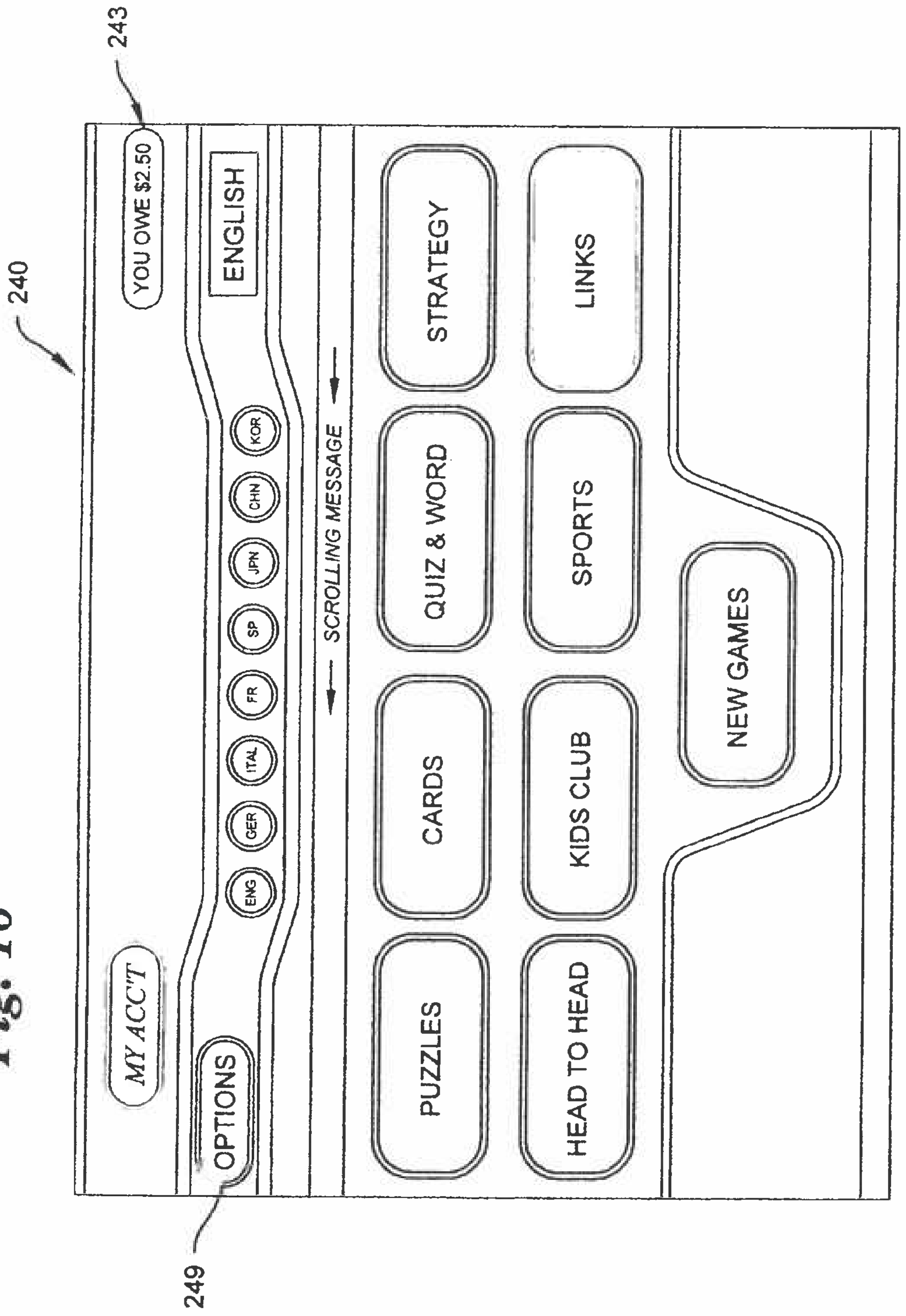
240
243
YOU OWE $2.50
ENGLISH
MY ACC'T
OPTIONS
ENG
GER
ITAL
FR
SP
JPN
CHN
KOR
SCROLLING MESSAGE
STRATEGY
QUIZ & WORD
CARDS
PUZZLES
LINKS
SPORTS
KIDS CLUB
HEAD TO HEAD
NEW GAMES
249

Fig. 18

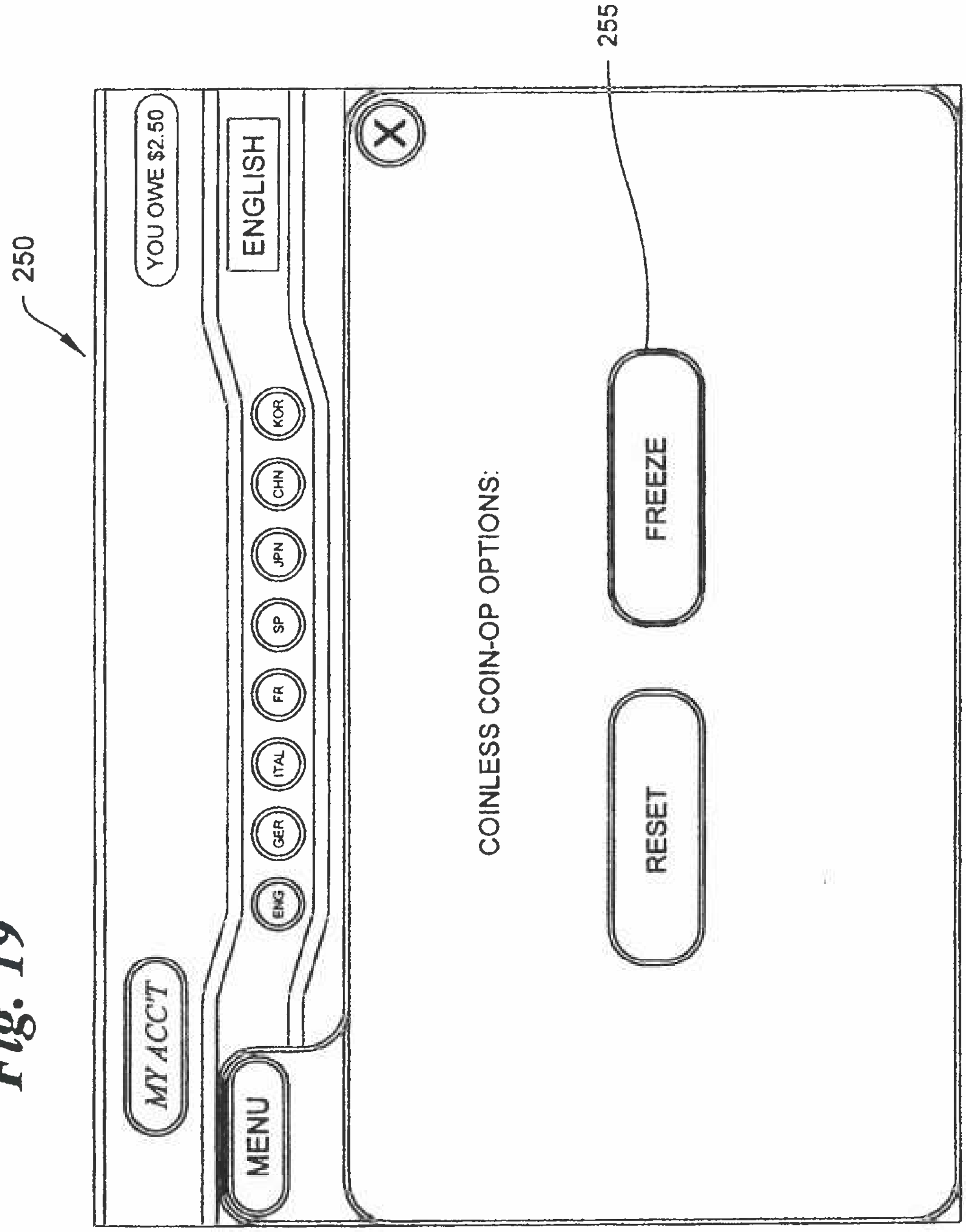
250
255
YOU OWE $2.50
ENGLISH
KOR
CHN
JPN
SP
FR
ITAL
GER
ENG
MY ACC'T
MENU
COINLESS COIN-OP OPTIONS:
FREEZE
RESET

Fig. 19

AMUSEMENT DEVICE HAVING TIME-BASED OPERATING MODES

CROSS-REFERENCE TO RELATED APPLICATIONS

This application is a continuation application of U.S. patent application Ser. No. 12/685,436, filed on Jan. 11, 2010, currently pending, entitled "Amusement Device Having Time-Based Operating Modes," which is a continuation application of U.S. patent application Ser. No. 10/937,681, filed on Sep. 9, 2004, which is now abandoned, entitled "Amusement Device Having Time-Based Operating Modes," which claims the benefit of U.S. Provisional Patent Application No. 60/503,245, filed Sep. 16, 2003, the entire contents of all of which are incorporated by reference herein.

BACKGROUND OF THE INVENTION

The present invention relates generally to an amusement device and, more particularly, relates to an amusement device having time-based operating modes.

Amusement devices, such as game machines, which allow a user to select games from a video display are well known in the art such as those disclosed in U.S. Pat. No. 4,856,787 (Itkis); U.S. Pat. No. 5,575,717 (Houriet, Jr. et al.); U.S. Pat. No. 5,743,799 (Houriet, Jr. et al.), the contents of which are incorporated by reference herein, each of which shows a touchscreen display for making a game selection from a menu of games. Such game machines or amusement devices typically operate upon input of currency (i.e., coin, token, paper money, credit/debit cards and the like) and are installed in bars, restaurants, airports, shopping malls, video arcades and the like. The game choices may include card games, sports games, games of skill, games of chance, action games, trivia games and the like.

Amusement devices which operate upon input of currency (either coin, token or paper money) typically track machine usage in a meter. Typically, each currency input creates a pulse which sequentially advances the meter or each currency input grants a predetermined number of game play credits and the meter is advanced by the granted number of play credits.

Some amusement devices are capable of being set to provide bonus credits for additional currency inputs. For example, a gaming machine may be set to grant one game per quarter, but will grant five games per dollar (a bonus credit of one game). A user may deposit a dollar bill, for example, and receive five credits, but each selected game may only require one credit to play. Thus, the user is left with a balance of four unused credits after selecting a single game to play. Also, some games are configured to award bonus credits for winning the high score during a game or for some other predetermined event. In that case a user may be left with a balance of credits that exceeds the original number of credits paid for by the user.

Some regulatory agencies, state or local, have "gaming" regulations which do not permit games to have a remaining balance of credit in excess of some regulated predetermined value, such as one credit. The intent of such regulations is to minimize possible illicit uses of amusement devices such as for illegal gambling and the like. However, as a result of such regulations, an owner or operator of an amusement device may lose revenue because users may need to be refunded change for the credits immediately or higher prices may be charged for a game. For example, instead of charging twenty five cents per game (one credit), the owner/operator may

charge fifty cents or a dollar per game so that there would be no refunds required and one or less credits remaining at the end of a user's game.

It is desirable to provide an amusement device configured to operate in a time based mode. Further, it is desirable to provide an amusement device configured to operate in a time based mode where a block of time may be purchased in advance so that a user may switch between different games and activities during the block of time. Even further, it is desirable to provide an amusement device configured to operate in a time based mode where a user may switch between different games and activities for as long as they desire or until a predetermined period of time has elapsed thereby causing the user to be billed for the time retroactively.

BRIEF SUMMARY OF THE INVENTION

Briefly stated, the present invention comprises an amusement device that has a display and an input device and that includes a memory and a controller. The memory stores a plurality of games and a system control program. The controller is operatively coupled to the memory, the input device and the display. The controller controls the display based upon the system control program retrieved from the memory and based upon inputs from the input device. The controller is configured to grant a user a block of time for accessing the amusement device; permit the user to selectively retrieve from the memory and play a first game from the plurality of games during the block of time; and permit the user to selectively retrieve from the memory and play a second game from the plurality of games that is different than the first game during the block of time.

The present invention also comprises a method of playing an amusement device having a display, an input device, a memory that stores a plurality of games and a system control program, and a controller operatively coupled to the memory, the input device and the display. The controller controls the display based upon the system control program retrieved from the memory and based upon inputs from the input device. The method includes granting a user a block of time for accessing the amusement device; selecting and playing a first game from the plurality of games during the block of time; and selecting and playing a second game from the plurality of games that is different than the first game during the block of time.

The present invention also comprises an amusement device having a display and an input device. The amusement device includes a memory that stores a plurality of games and a system control program and a controller operatively coupled to the memory, the input device and the display. The controller controls the display based upon the system control program retrieved from the memory and based upon inputs from the input device. The controller is configured to grant a user a block of time for accessing the amusement device; permit the user to selectively retrieve from the memory and play a first game from the plurality of games during the block of time; and allow the user to continue to play the first game continuously until the block of time expires.

BRIEF DESCRIPTION OF THE SEVERAL VIEWS OF THE DRAWINGS

The foregoing summary, as well as the following detailed description of preferred embodiments of the invention, will be better understood when read in conjunction with the appended drawings. For the purpose of illustrating the invention, there are shown in the drawings embodiments which are presently preferred. It should be understood, however, that the invention is not limited to the precise arrangements and instrumentalities shown. In the drawings:

FIG. 1A is a perspective view of an amusement device having time based operating modes in accordance with the preferred embodiments of the present invention;

FIG. 1B is a perspective view of another amusement device having time based operating modes in accordance with the preferred embodiments of the present invention;

FIG. 2 is a screen shot of a main menu setup screen in accordance with the preferred embodiments of the present invention;

FIG. 3 is a screen shot of a credits menu setup screen in accordance with the preferred embodiments of the present invention;

FIG. 4 is a screen shot of an options menu setup screen in accordance with the preferred embodiments of the present invention;

FIG. 5 is a screen shot of the options menu setup screen of FIG. 4 with a coinless mode feature enabled;

FIG. 6 is a screen shot of an options menu setup screen in accordance with a second preferred embodiment of the present invention with a rental mode enabled;

FIG. 7 is a screen shot of a coinless mode setup screen in accordance with the preferred embodiments of the present invention;

FIG. 8 is a screen shot of a set pin setup screen in accordance with the preferred embodiments of the present invention;

FIG. 9 is a screen shot of a payment mode setup screen in accordance with the first preferred embodiment of the present invention;

FIG. 10 is a screen shot of a payment mode setup screen in accordance with the first preferred embodiment of the present invention;

FIG. 11 is a screen shot of a user message screen in accordance with the first preferred embodiment of the present invention;

FIG. 12 is a screen shot of an attendant reset screen in accordance with the first preferred embodiment of the present invention;

FIG. 13 is a screen shot of an attendant reset pin entry screen in accordance with the first preferred embodiment of the present invention;

FIG. 14 is a screen shot of a user options screen in accordance with the preferred embodiments of the present invention;

FIG. 15 is a screen shot of a user start time mode screen in accordance with the first preferred embodiment of the present invention;

FIG. 16 is a screen shot of a user select mode screen in accordance with an alternate of the first preferred embodiment of the present invention;

FIG. 17 is a screen shot of a user main menu screen in accordance with the preferred embodiments of the present invention showing the time remaining;

FIG. 18 is another screen shot of the user main menu screen displaying the amount owed; and

FIG. 19 is a screen shot of a user options screen for ending play in accordance with the preferred embodiments of the present invention.

DETAILED DESCRIPTION OF THE INVENTION

In the drawings, like numerals are used to indicate like elements throughout. Referring to the drawings in detail, FIG. 1A shows a first amusement device 26 having time based operating modes in accordance with the preferred embodiments of the present invention. The amusement device 26 includes a controller U1 and a memory U2. The amusement device 26 further includes a video display 27 which is operatively connected to the amusement device controller U1. FIG. 1B shows another or second amusement device 36 having time based operating modes in accordance with the preferred embodiments of the present invention. The second amusement device 36 also includes a controller U1 and a memory U2. The second amusement device 14 also includes a video display 17. Preferably, the video displays 27, 37 are a touchscreen video displays configured to accept touch input. The first amusement device 26 is a free-standing or floor-standing apparatus, whereas the second amusement device 36 is a table-top or counter-top apparatus. However, the amusement devices 26, 36 may be arranged in any configuration including table mount, wall mount, pole mount and the like without departing from the invention.

The amusement device 26, 36 may optionally include, or be connected to, a currency accepter 28, 38 such as a coin acceptor, a bill acceptor, a card reader and the like, for accepting monetary or other types of credit.

FIGS. 1A-1B show that other input devices which may be connected to the amusement devices 26, 36 include a trackball or touchpad T, a mouse M, a joy-stick J, a foot-pedal F, a voice recognition system V, a keypad K or keyboard K and the like. Preferably, the input device is the touchscreen display 37.

Each amusement device 26, 36 is a stand-alone computer system controlled by the controller or microprocessor U1, the memory U2, a communications driver (not labeled) and a touchscreen video display driver (not labeled). For purposes of simplicity, the invention will be described with respect to the amusement device 36 throughout the remainder of the description, but it should be noted that the present invention could be implemented with any variety of amusement devices 26, 36 without departing from the spirit of the invention.

The memory U2 stores a plurality of games and a system control program. The controller U1 is operatively coupled to the memory U2, the input device and the display 37 (i.e., the touchscreen display 37). The controller U1 controls the touchscreen display 37 based upon the system control program retrieved from the memory U2 and based upon inputs from the input device in this case the touchscreen display 37. As used herein, the system control program refers to all of the software functions outside of the game or music files including an operating system, display control, input control, sound drivers and the like. The controller U1 is configured to grant a user a block of time for accessing the amusement device 36; permit the user to selectively retrieve from the memory U2 and play a first game from the plurality of games during the block of time; and permit the user to selectively retrieve from the memory U2 and play a second game from the plurality of games that is different than the first game during the block of time. The user may repeat this process of selecting another game as many times as they desire as long as there is time remaining in the block of time.

The amusement device 36 includes an operating mode (FIGS. 11-19) and a setup mode (FIGS. 2-10). When the operating mode is selected, a player or user is selectively permitted to play games. When the setup mode is selected, the owner/operator is permitted to make system setup adjustments. To switch from the operating mode to the setup mode, a mode selector pushbutton (hardware not shown) is provided that is typically concealed from the users. The mode selector pushbutton may be implemented as a hidden software feature, but preferably the mode selector pushbutton is a simple push-button that is disposed inside a housing of the amusement device **36**.

In a first preferred embodiment, the controller U1 grants the user the block of time in advance of a payment or a credit by the user. The controller U1 must receive an authorization prior to granting the block of time. For example, the authorization may be one of a pin code entry, card code data, a network signal and a remote control signal. Preferably, the authorization is by way of a pin code or password entered in a software keypad **212** (FIG. **13**). For example, a user may be charged a flat rate of say $2.50 to play as many games as they like for say fifteen minutes of play time. The rate for the block of time and the amount or duration of the block of time are preferably adjustable by the owner/operator of the amusement device **36**.

In a second preferred embodiment, the controller U1 grants the user the block of time only after a payment or a credit by the user. So, a user deposits money or credits in a known way such as by depositing money in the currency acceptor **38**, and then the user is granted an associated amount or block of time to play games. For example, a user may put in $0.25 and get two minutes of play time, or the user may deposit $0.50 and get five minutes of play time or the user may deposit $1.00 and get twelve minutes of play time. The ratios of the durations of the blocks of time and the monetary values associated therewith are preferably adjustable by the owner or operator of the amusement device **36**.

In any of the preferred time-based embodiments, a user is permitted to play as many games as they desire during a block of time. The user need not play a game through until it ends. If the user gets bored with a particular game or desires to play a different game, the user may exit the game and choose another game so long as there is time remaining in the block of time. Optionally, when the block of time expires, the user may keep playing the game they were playing at the expiration of the block of time until the game is over based on the rules of the game. Optionally, the amusement device may prompt the user to purchase another time block just before the current time block expires.

The owner/operator of the amusement device **36**, selects the setup mode by using the mode selector pushbutton, as mentioned above. Once in the setup mode, the owner/operator can configure the amusement device using setup screens (FIGS. **2-10**) as will be described hereinafter.

FIG. **2** is a screen shot of a main menu setup screen **100** in accordance with all the preferred embodiments of the present invention. The main menu setup screen **100** includes a plurality of menu buttons **102***a*-**102***k* for selecting other setup screens such as a credits menu screen **110** (FIG. **3**) thereby permitting the owner/operator to navigate among the setup screens **110**, **120**, **130**, **140**, etc. The menu buttons **102***a*-**102***k* include a credits/pricing menu button **102***a*, a games menu button **102***b*, a hi scores menu button **102***c*, a books menu button **102***d*, a system menu button **102***e*, a diagnostics menu button **102***f*, a Tournament menu button **102***g*, a credit card menu button **102***h*, a presentation menu button **102***i*, a promotion menu button **102***j* and a Net menu button **102***k*. By selecting, for example, the credits/pricing menu button **102***a*, a credits menu screen **110** (FIG. **3**) is displayed. The main menu setup screen **100** also includes some common navigation buttons, i.e., common to all of the setup screens, such as a back button "<" which goes back to the previous or last screen and an exit button "X" for exiting back to the operating mode.

FIG. **3** is a screen shot of the credits menu setup screen **110** in accordance with all of the preferred embodiments of the present invention. The credits menu setup screen **110** includes a main menu button **101** for going back to the main menu setup screen **100**. The credits menu setup screen **110** includes a plurality of other menu buttons **110***a*-**110***e* for selecting other credits menu screens **120**, **130**, **140** and the like. The menu buttons **110***a*-**110***e* include an options menu button **110***a*, a rental mode button **110***b*, a set value of credit menu button **110***c*, a coin-in menu button **110***d* and a quick price setup **110***e*. By selecting the options menu button **110***a*, an options menu screen **120** (FIGS. **4-6**) is displayed. By selecting the rental mode menu button **110***b*, a rental mode menu screen **150** (FIG. **9**) is displayed. By selecting the set value of credit menu button **110***c*, a set value of credit menu setup screen **160** (FIG. **10**) is displayed. By selecting a coinless coin-op menu button (not shown), a coinless coin-op setup screen **180** (FIG. **10**) is displayed.

FIG. **4** is a screen shot of the options menu setup screen **120** arranged in accordance with the preferred embodiments of the present invention. FIG. **5** is a screen shot of the options menu setup screen of FIG. **4** with a coinless mode feature enabled. With the coinless mode feature enabled, the amusement device **36** can be operated without a currency acceptor **38**. In the coinless mode, the user is prompted to accept billing via menu prompts and is billed separately, e.g., as an added line item on an overall food and/or beverage check and the like.

FIG. **6** is a screen shot of the options menu setup screen **120** arranged in accordance with the second preferred embodiment of the present invention with the rental mode enabled, i.e., where the block of time is granted after a payment or credit by the user. In the rental mode, the user deposits money or applies credit or credits in advance to pre-purchase or "rent"/"lease" time for using the amusement device **36**.

FIG. **7** is a screen shot of a coinless mode setup screen **130** in accordance with the preferred embodiments of the present invention. The coinless mode setup screen **130** is accessible from the coinless coin-op screens. By selecting a set pin menu selection button **135**, a set pin setup screen **140** is displayed which allows the owner/operator to change an authorization pin number or password using an electronic keypad **142** (FIG. **8**).

FIG. **9** is a screen shot of a payment mode setup screen in accordance with the first preferred embodiment of the present invention. The amusement device **36** includes an operator adjustable software selection field **152** that adjusts the associated cost of the block of time. While the block of time is shown in FIG. **9** as a non-adjustable field (i.e., "15 Minutes"), the amusement device **36** also includes an operator adjustable software selection field that allows adjustment of the duration of the block of time. The setup mode includes a software selection **166** for selecting between a per game mode ("GAME"), a first time based mode/a second time based mode ("TIME") or both a per game mode and a time based mode ("BOTH"). The first time based mode permits the controller U1 to grant the user the block of time in advance of a payment or a credit by the user, and the second time based mode permits the controller to grant the user the block of time only after a payment or a credit by the user. Optionally, the amusement device may be configured to only function in one time based mode without the ability to select between them and the per game mode, which may be required to comply with state gaming regulations and the like.

FIG. **10** is a screen shot of the payment mode setup screen **160** in accordance with the second preferred embodiment of the present invention. The owner/operator can set the number of minutes for each respective number of credits or monetary unit to thereby establish a ratio of time duration per credit or monetary value.

Once the owner/operator has finished configuring the system parameters in the setup screens **100**, **110**, **120**, **130**, **140**, **150**, **160**, etc., the owner/operator selects the exit button "X" to return to the operating screens (FIGS. **11-19**).

During normal operation, the amusement device **36** displays an attract screen (not shown) which may show demonstrations of games or advertisements and the like. When a user desires to play the amusement device **36**, the user touches the input device, or in this example, the touchscreen display **37**. Upon touching the touchscreen display **37**, a user message screen **200** (FIG. **11**) is displayed. The user message screen **200** may instruct the user to request an attendant's assistance. Alternatively, the screen may already be authorized so that a user can begin playing without an attendant's assistance, e.g., "Please call an attendant to get started." The attendant then selects an options menu button **202** in order to display an attendant reset screen **210** (FIG. **12**). The attendant can then select a "RESET" pushbutton in order to clear any previous balance that had been accrued in the amusement device from previous users. A balance indicator **211** displays the current amount owed ($2.50 in FIG. **12**). The attendant is prompted to enter a pin or password in the onscreen keypad **212** (FIG. **13**) in order to effectuate the reset. The balance is then reset to zero as shown in the balance indicator **21** ($0.00 in FIG. **13**). The attendant then selects a menu screen selection button **209** in order to request a user options menu screen **220** (FIG. **14**).

FIG. **14** shows the user options screen **220**. The user options screen **220** includes a plurality of menu buttons ***220a-220f*** including a price menu button ***220a***, a hi-scores menu button ***220b***, a credit acknowledgements menu button ***220c***, an about menu button ***220d***, an announcements menu button ***220e***, a six star menu button ***220f*** and a coinless coin-op menu button ***220g***. When a user selects the coinless coin-op menu button ***220g***, a coinless coin-op screen **230** is displayed (FIGS. **15-16**). FIG. **15** shows that the time based mode is the only one configured, and FIG. **16** shows that both the time based mode and the per game mode are configured for access. By selecting a start time mode button **235**, the user accepts the terms and is permitted to play as many games as they wish during a block of time. Alternatively, the user can select a per-game mode pushbutton **237**. Once one of the selections has been made, a user main menu screen **240** (FIG. **17**) is displayed which allows the user to select between a plurality of games such as puzzles, cards, quiz and word games, strategy games, head to head games (multiplayer competition), sports games and the like. A time remaining/balance indicator **243** shows the unused time remaining (i.e., "14:55" minutes in FIG. **17**). FIG. **18** is another screen shot of the user main menu screen **240** where the time remaining/balance indicator **243** is displaying the amount owed (i.e., "$2.50"). FIG. **19** is a screen shot of a user options screen for ending play in accordance with the preferred embodiments of the present invention. When the user wishes to end a block of time or the per game mode, the user can select a user options button **249** which then displays a user coinless coin-op options screen **250**. By selecting a freeze button **255**, the amusement device **36** is essentially locked out until an attendant resets the machine. This feature protects a user who walks away from the amusement device **36** from having others access the amusement device **36** and cause additional charges to accrue.

The present invention includes method of playing the amusement device **36** as described above. The method includes granting a user a block of time for accessing the amusement device **36**; selecting and playing a first game from the plurality of games during the block of time; and selecting and playing a second game from the plurality of games that is different than the first game during the block of time. The controller U1 grants the user the block of time in advance of a payment by the user or grants the user the block of time only after a payment or a credit by the user depending on how the setup mode is configured by the owner or operator of the amusement device **36**. As mentioned above, the amusement device **36** includes a selector (check boxes on FIG. **6** and/or buttons on FIGS. **9-10**) for selecting between a first mode, a second mode or both. The first mode permits the controller U1 to grant the user the block of time in advance of a payment by the user and the second mode permits the controller to grant the user the block of time only after a payment or a credit by the user. Optionally, the controller is configured to prompt the user to purchase another block of time just before the block of time elapses.

The present invention also includes another method of playing the amusement device **36** as described above. The method includes providing the amusement device **36** an authorization to grant a user a block of time for accessing the amusement device **36**; granting the user the block of time; selecting and playing a first game from the plurality of games during the block of time; selecting and playing a second game from the plurality of games that is different than the first game during the block of time; and allowing the user to continue playing the second game until the second game ends even after the block of time has elapsed.

From the foregoing it can be seen that the present invention comprises an amusement device having time-based operating modes. It will be appreciated by those skilled in the art that changes could be made to the embodiments described above without departing from the broad inventive concept thereof. It is understood, therefore, that this invention is not limited to the particular embodiments disclosed, but it is intended to cover modifications within the spirit and scope of the present invention as defined by the appended claims.

We claim:

1. A table-top, counter-top, or table-mounted amusement device comprising:

(a) a frame having a base for contacting or connecting to a table or counter;

(b) a touchscreen display disposed within the frame and configured to accept touch input from a user;

(c) a currency accepter mounted to or disposed in the frame;

(d) a memory that stores a system control program;

(e) a communications driver disposed in the frame; and

(f) a controller disposed within the frame and operatively connected to the memory, the communications driver, the touchscreen display, and the currency accepter, the controller controlling the display based upon the system control program retrieved from the memory and based upon inputs received by the touchscreen display, the controller being configured to:

(i) grant a user a block of time during which the user is permitted to selectively retrieve and play one of a plurality of electronic games and retrieve and play at least one other of the plurality of electronic games, each of the plurality of electronic games being different from the others and providing a score that does not affect the block of time granted, and

(ii) determine a total amount of a payment or credit owed for the block of time for inclusion as a line item on a food and/or beverage check presented to the user.

2. The amusement device of claim 1, wherein the controller is further configured to, when not in use by the user, display an attract screen on the touchscreen display.

3. The amusement device of claim 2, wherein the attract screen shows at least one of game demonstrations or advertisements.

4. The amusement device of claim 1, wherein, prior to the granting of the block of time, the controller is configured to display a user message indicating that attendant authorization is required.

5. The amusement device of claim 1, wherein the currency accepter is a credit card reader.

6. The amusement device of claim 1, wherein the plurality of electronic games are stored in the memory.

7. A method of providing entertainment to a user, the method comprising:

(a) providing the user with a table-top, counter-top, or table-mounted amusement device having a touchscreen display configured to accept touch input from the user, a currency accepter, a memory that stores a system control program, a communications driver, and a controller

operatively connected to the memory, the communications driver, the touchscreen display, and the currency accepter, the controller controlling the display based upon the system control program retrieved from the memory and based upon inputs received by the touchscreen display;

(b) granting, by the controller in the amusement device, a block of time during which the user is permitted to selectively retrieve and play one of a plurality of electronic games and retrieve and play at least one other of the plurality of electronic games, each of the plurality of electronic games being different from the others and providing a score that does not affect the block of time granted;

(c) determining, by the controller in the amusement device, a total amount of a payment or credit owed for the block of time; and

(d) including the total amount as a line item on a food and/or beverage check.

* * * * *

JS 44 (Rev. 12/12)

CIVIL COVER SHEET

The JS 44 civil cover sheet and the information contained herein neither replace nor supplement the filing and service of pleadings or other papers as required by law, except as provided by local rules of court. This form, approved by the Judicial Conference of the United States in September 1974, is required for the use of the Clerk of Court for the purpose of initiating the civil docket sheet. *(SEE INSTRUCTIONS ON NEXT PAGE OF THIS FORM.)*

I. (a) PLAINTIFFS
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(EXCEPT IN U.S. PLAINTIFF CASES)

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County of Residence of First Listed Defendant ____________
(IN U.S. PLAINTIFF CASES ONLY)
NOTE: IN LAND CONDEMNATION CASES, USE THE LOCATION OF THE TRACT OF LAND INVOLVED.

Attorneys *(If Known)*
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II. BASIS OF JURISDICTION *(Place an "X" in One Box Only)*

- ☐ 1 U.S. Government Plaintiff
- ☒ 3 Federal Question *(U.S. Government Not a Party)*
- ☐ 2 U.S. Government Defendant
- ☐ 4 Diversity *(Indicate Citizenship of Parties in Item III)*

III. CITIZENSHIP OF PRINCIPAL PARTIES *(Place an "X" in One Box for Plaintiff and One Box for Defendant)* *(For Diversity Cases Only)*

	PTF	DEF		PTF	DEF
Citizen of This State	☒ 1	☐ 1	Incorporated *or* Principal Place of Business In This State	☐ 4	☐ 4
Citizen of Another State	☐ 2	☐ 2	Incorporated *and* Principal Place of Business In Another State	☐ 5	☐ 5
Citizen or Subject of a Foreign Country	☐ 3	☐ 3	Foreign Nation	☐ 6	☐ 6

IV. NATURE OF SUIT *(Place an "X" in One Box Only)*

CONTRACT
- ☐ 110 Insurance
- ☐ 120 Marine
- ☐ 130 Miller Act
- ☐ 140 Negotiable Instrument
- ☐ 150 Recovery of Overpayment & Enforcement of Judgment
- ☐ 151 Medicare Act
- ☐ 152 Recovery of Defaulted Student Loans (Excludes Veterans)
- ☐ 153 Recovery of Overpayment of Veteran's Benefits
- ☐ 160 Stockholders' Suits
- ☐ 190 Other Contract
- ☐ 195 Contract Product Liability
- ☐ 196 Franchise

REAL PROPERTY
- ☐ 210 Land Condemnation
- ☐ 220 Foreclosure
- ☐ 230 Rent Lease & Ejectment
- ☐ 240 Torts to Land
- ☐ 245 Tort Product Liability
- ☐ 290 All Other Real Property

TORTS

PERSONAL INJURY
- ☐ 310 Airplane
- ☐ 315 Airplane Product Liability
- ☐ 320 Assault, Libel & Slander
- ☐ 330 Federal Employers' Liability
- ☐ 340 Marine
- ☐ 345 Marine Product Liability
- ☐ 350 Motor Vehicle
- ☐ 355 Motor Vehicle Product Liability
- ☐ 360 Other Personal Injury
- ☐ 362 Personal Injury - Medical Malpractice

PERSONAL INJURY
- ☐ 365 Personal Injury - Product Liability
- ☐ 367 Health Care/ Pharmaceutical Personal Injury Product Liability
- ☐ 368 Asbestos Personal Injury Product Liability

PERSONAL PROPERTY
- ☐ 370 Other Fraud
- ☐ 371 Truth in Lending
- ☐ 380 Other Personal Property Damage
- ☐ 385 Property Damage Product Liability

CIVIL RIGHTS
- ☐ 440 Other Civil Rights
- ☐ 441 Voting
- ☐ 442 Employment
- ☐ 443 Housing/ Accommodations
- ☐ 445 Amer. w/Disabilities - Employment
- ☐ 446 Amer. w/Disabilities - Other
- ☐ 448 Education

PRISONER PETITIONS

Habeas Corpus:
- ☐ 463 Alien Detainee
- ☐ 510 Motions to Vacate Sentence
- ☐ 530 General
- ☐ 535 Death Penalty

Other:
- ☐ 540 Mandamus & Other
- ☐ 550 Civil Rights
- ☐ 555 Prison Condition
- ☐ 560 Civil Detainee - Conditions of Confinement

FORFEITURE/PENALTY
- ☐ 625 Drug Related Seizure of Property 21 USC 881
- ☐ 690 Other

LABOR
- ☐ 710 Fair Labor Standards Act
- ☐ 720 Labor/Management Relations
- ☐ 740 Railway Labor Act
- ☐ 751 Family and Medical Leave Act
- ☐ 790 Other Labor Litigation
- ☐ 791 Employee Retirement Income Security Act

IMMIGRATION
- ☐ 462 Naturalization Application
- ☐ 465 Other Immigration Actions

BANKRUPTCY
- ☐ 422 Appeal 28 USC 158
- ☐ 423 Withdrawal 28 USC 157

PROPERTY RIGHTS
- ☐ 820 Copyrights
- ☒ 830 Patent
- ☐ 840 Trademark

SOCIAL SECURITY
- ☐ 861 HIA (1395ff)
- ☐ 862 Black Lung (923)
- ☐ 863 DIWC/DIWW (405(g))
- ☐ 864 SSID Title XVI
- ☐ 865 RSI (405(g))

FEDERAL TAX SUITS
- ☐ 870 Taxes (U.S. Plaintiff or Defendant)
- ☐ 871 IRS—Third Party 26 USC 7609

OTHER STATUTES
- ☐ 375 False Claims Act
- ☐ 400 State Reapportionment
- ☐ 410 Antitrust
- ☐ 430 Banks and Banking
- ☐ 450 Commerce
- ☐ 460 Deportation
- ☐ 470 Racketeer Influenced and Corrupt Organizations
- ☐ 480 Consumer Credit
- ☐ 490 Cable/Sat TV
- ☐ 850 Securities/Commodities/ Exchange
- ☐ 890 Other Statutory Actions
- ☐ 891 Agricultural Acts
- ☐ 893 Environmental Matters
- ☐ 895 Freedom of Information Act
- ☐ 896 Arbitration
- ☐ 899 Administrative Procedure Act/Review or Appeal of Agency Decision
- ☐ 950 Constitutionality of State Statutes

V. ORIGIN *(Place an "X" in One Box Only)*

☒ 1 Original Proceeding ☐ 2 Removed from State Court ☐ 3 Remanded from Appellate Court ☐ 4 Reinstated or Reopened ☐ 5 Transferred from Another District *(specify)* ☐ 6 Multidistrict Litigation

VI. CAUSE OF ACTION

Cite the U.S. Civil Statute under which you are filing *(Do not cite jurisdictional statutes unless diversity)*:
35 U.S.C. § 1 and 35 U.S.C. §§ 271 and 281-285

Brief description of cause:
Patent infringement

VII. REQUESTED IN COMPLAINT:

☐ CHECK IF THIS IS A CLASS ACTION UNDER RULE 23, F.R.Cv.P.

DEMAND $

CHECK YES only if demanded in complaint:
JURY DEMAND: ☐ Yes ☐ No

VIII. RELATED CASE(S) IF ANY

(See instructions): JUDGE ____________ DOCKET NUMBER ____________

DATE 2/3/2017

SIGNATURE OF ATTORNEY OF RECORD [signature]

FOR OFFICE USE ONLY

RECEIPT # ________ AMOUNT ________ APPLYING IFP ________ JUDGE ________ MAG. JUDGE ________

IN THE UNITED STATES DISTRICT COURT
FOR THE EASTERN DISTRICT OF PENNSYLVANIA

CASE MANAGEMENT TRACK DESIGNATION FORM

AMI Entertainment Network, LLC : CIVIL ACTION
v. :
E La Carte, Inc. : NO.

In accordance with the Civil Justice Expense and Delay Reduction Plan of this court, counsel for plaintiff shall complete a Case Management Track Designation Form in all civil cases at the time of filing the complaint and serve a copy on all defendants. (See § 1:03 of the plan set forth on the reverse side of this form.) In the event that a defendant does not agree with the plaintiff regarding said designation, that defendant shall, with its first appearance, submit to the clerk of court and serve on the plaintiff and all other parties, a Case Management Track Designation Form specifying the track to which that defendant believes the case should be assigned.

SELECT ONE OF THE FOLLOWING CASE MANAGEMENT TRACKS:

(a) Habeas Corpus – Cases brought under 28 U.S.C. § 2241 through § 2255. ( )

(b) Social Security – Cases requesting review of a decision of the Secretary of Health and Human Services denying plaintiff Social Security Benefits. ( )

(c) Arbitration – Cases required to be designated for arbitration under Local Civil Rule 53.2. ( )

(d) Asbestos – Cases involving claims for personal injury or property damage from exposure to asbestos. ( )

(e) Special Management – Cases that do not fall into tracks (a) through (d) that are commonly referred to as complex and that need special or intense management by the court. (See reverse side of this form for a detailed explanation of special management cases.) ( )

(f) Standard Management – Cases that do not fall into any one of the other tracks. (x)

2/3/2017	[signature]	AMI Entertainment Network, LLC
Date	**Attorney-at-law**	**Attorney for**
215-965-1268	215-965-1331	jsimmons@panitchlaw.com
Telephone	**FAX Number**	**E-Mail Address**

(Civ. 660) 10/02

UNITED STATES DISTRICT COURT

FOR THE EASTERN DISTRICT OF PENNSYLVANIA — DESIGNATION FORM to be used by counsel to indicate the category of the case for the purpose of assignment to appropriate calendar.

Address of Plaintiff: AMI Entertainment Network, LLC 1150 Northbrook Drive, Suite 325, Trevose, PA 19053

Address of Defendant: E La Carte, Inc., 810 Hamilton Street, Redwood City, CA 94063

Place of Accident, Incident or Transaction: ______________________

(*Use Reverse Side For Additional Space*)

Does this civil action involve a nongovernmental corporate party with any parent corporation and any publicly held corporation owning 10% or more of its stock?
(Attach two copies of the Disclosure Statement Form in accordance with Fed.R.Civ.P. 7.1(a)) Yes☒ No☐

Does this case involve multidistrict litigation possibilities? Yes☐ No☒

RELATED CASE, IF ANY:
Case Number: ____________ Judge ____________ Date Terminated: ____________

Civil cases are deemed related when yes is answered to any of the following questions:

1. Is this case related to property included in an earlier numbered suit pending or within one year previously terminated action in this court?
   Yes☐ No☒
2. Does this case involve the same issue of fact or grow out of the same transaction as a prior suit pending or within one year previously terminated action in this court?
   Yes☐ No☒
3. Does this case involve the validity or infringement of a patent already in suit or any earlier numbered case pending or within one year previously terminated action in this court? Yes☐ No☒
4. Is this case a second or successive habeas corpus, social security appeal, or pro se civil rights case filed by the same individual?
   Yes☐ No☒

CIVIL: (Place ✔ in ONE CATEGORY ONLY)

A. *Federal Question Cases*:
1. ☐ Indemnity Contract, Marine Contract, and All Other Contracts
2. ☐ FELA
3. ☐ Jones Act-Personal Injury
4. ☐ Antitrust
5. ☐ Patent
6. ☐ Labor-Management Relations
7. ☐ Civil Rights
8. ☐ Habeas Corpus
9. ☐ Securities Act(s) Cases
10. ☐ Social Security Review Cases
11. ☒ All other Federal Question Cases
    (Please specify) Patent

B. *Diversity Jurisdiction Cases*:
1. ☐ Insurance Contract and Other Contracts
2. ☐ Airplane Personal Injury
3. ☐ Assault, Defamation
4. ☐ Marine Personal Injury
5. ☐ Motor Vehicle Personal Injury
6. ☐ Other Personal Injury (Please specify)
7. ☐ Products Liability
8. ☐ Products Liability — Asbestos
9. ☐ All other Diversity Cases
   (Please specify) ____________

ARBITRATION CERTIFICATION

(*Check Appropriate Category*)

I, John D. Simmons, counsel of record do hereby certify:

☒ Pursuant to Local Civil Rule 53.2, Section 3(c)(2), that to the best of my knowledge and belief, the damages recoverable in this civil action case exceed the sum of $150,000.00 exclusive of interest and costs;

☒ Relief other than monetary damages is sought.

DATE: 2/3/2017 [signature] 202,405
Attorney-at-Law Attorney I.D.#

NOTE: A trial de novo will be a trial by jury only if there has been compliance with F.R.C.P. 38.

I certify that, to my knowledge, the within case is not related to any case now pending or within one year previously terminated action in this court except as noted above.

DATE: 2/3/2017 [signature] 202,405
Attorney-at-Law Attorney I.D.#

CIV. 609 (5/2012)

IN THE UNITED STATES DISTRICT COURT
FOR THE EASTERN DISTRICT OF PENNSYLVANIA

AMI ENTERTAINMENT NETWORK, LLC **1150 Northbrook Drive, Suite 325** **Trevose, PA 19053** ***Plaintiff,*** **v.** **E La Carte, Inc.** **810 Hamilton Street** **Redwood City, CA 94063** ***Defendants.***	)))))))))	**Civil Action No. 17-cv-________**

DISCLOSURE STATEMENT FORM

Please check one box:

☐ The nongovernmental corporate party, AMI Entertainment Network, LLC, in the above listed civil action does not have any parent corporation and publicly held corporation that owns 10% or more of its stock.

☑ The nongovernmental corporate party, AMI Entertainment Network, LLC, in the above listed civil action has the following parent corporation(s) and publicly held corporation(s) that owns 10% or more of its stock:

Merit Enterprises, Inc. owns 100% of AMI Entertainment Network, Inc.'s stock and Merit Enterprises, Inc. is owned by Harbour Group Fund IV, LP.

Dated: 2/3/2017

PANITCH SCHWARZE BELISARIO & NADEL, LLP

By: ______________________

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Attorneys for Plaintiff, AMI Entertainment Network, Inc.